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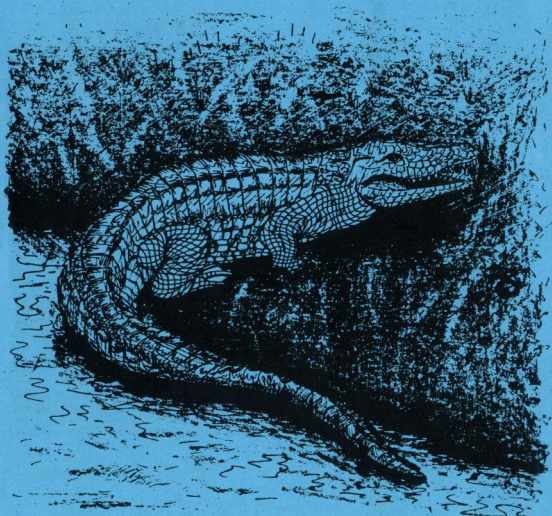
# Adventure 's Probe

EDITOR

MANDY  
RODRIGUES

ADDRESS

24 MAES Y CWM,  
LLANDUDNO,  
GWYNEDD,  
LL30 1JE.



CH '87-'88

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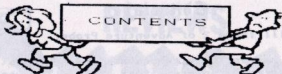
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EDITOR:      Mandy Rodrigues, 24 Maes y Cwm, Llandudno, Gwynedd, LL30 1JE.



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HALL OF FAME



My sincere thanks to all the following readers who sent in contributions during the month.

Brian Pell, Eric Stewart, Christopher Hester, Tracy Tattum, Tom Frost, Nic Rumsey, Mike Brailsford, Andreas Reutersward, Jack Finch, Margaret Davies, Peter Birchall, Keith Pomfreit, Maz, Dorothy Millard, Maurice Edwards, Neil Shipman, Margo Porteous, Allan Phillips, The Grue! Jim O'Keeffe, Alf Baldwin, Paul Avis, Joan Williams, Margaret Griffiths, Don Macleod, Walter Pooley, June Rowe, John Wilson, Anthony Melville, Larry Horsfield, Liz Ahmedzai, Bob Adams and Paul Brunyee.

This months lovely cover picture was sent in by Christopher Hester.

## Editorial



Welcome to Volume III Issue 2 of Adventure Probe.

If, perchance, you happen to telephone me and hear what appears to be the sound of a celestial fanfare, fear not! The whole family have decided to join the Town Band. Help! It's a far cry from the gentle strumming of the guitar or the inoffensive twanging of the mandolin. I am getting through cotton wool by the sack. Especially since they have decided to learn to march up and down in true band fashion whilst adroitly managing to stomp on one terrified doggie as they pass by. The writing of this issue has been accompanied by a blasting chorus of "Hale and Hearty" played on a trumpet, a cornet and a tenor horn. Still, I suppose it could be worse as there was a vacancy for the big base drum going at the time. Think I will take my revenge by learning to play the tuba!

My goodness! Probe readers have been busy lately. Brian Pell has written a suite of educational programs for age four and upwards including adding, single letters, money, fractions, areas and anagrams, on the Spectrum +3 which he will sell to Probe readers for a discount at £8 per disc. Mike Brailsford is busy preparing the long-awaited revival of Soothsayer (more in the letters pages). Linda Wright is working hard on another Spectrum adventure which should please all her customers.

I have also received plenty of suggestions for Probe (all polite) including the suggestion that we have a Preview section on adventures nearly completed and an idea that we have a Readers Recommend list of adventures. If any of you would like to start the ball rolling with contributions for these then I will be happy to oblige.

Sadly I have had to put up the price of the overseas subscriptions from this month, although existing subscriptions will still be honoured at the old rate. This is because the overseas postage rate has gone up so much that I am making a dreadful loss on those subscriptions. Rates for the UK remain unchanged.

In answer to the many queries I have had recently, yes I am still producing my own adventures but limited time and limited space in Probe has prevented the advertisements from appearing in Probe for a few months. Limited space also accounts for the fact that the solutions available pages are missing this month. The solutions service is still there, of course, but in future the list will appear every other month to devote more space to articles, features etc which make far more interesting reading I think.

Due to a little overheating whilst toiling away at an article for Probe, Adams Amster went phutt! As the news spread amongst the readership there was consternation and groans of sympathy but I am delighted to report that the Amster has come out of hibernation once more. But alas! He has returned only for a final visit to these hallowed pages. Perhaps a little protest from the readers can coax him back again? I hope so.

Well, once again I have run out of space for my bit and I still had loads of things to tell you. Ah well, it will have to wait until next month. I hope you enjoy this issue.

See you all again next month,

*Mandy*

## REVIEWS

# DUNGEON Master

MIRRORSOFT/FIL  
GAMES/SOFTWARE  
HEAVEN INC.

R. R. P. £24.99

"CHAOS UNLEASHED ...."

The GREY LORD is no more!

During a bid to recover the fabled POWER GEM, his mighty magick had backfired on him and, in the ensuing explosion, his personality was torn asunder.

His good side, the LORD LIBRASULUS, has been hurled from this plane of reality and now exists only in the half-spaces between dimensions. He can observe the events of this world, but cannot influence nor participate in them.

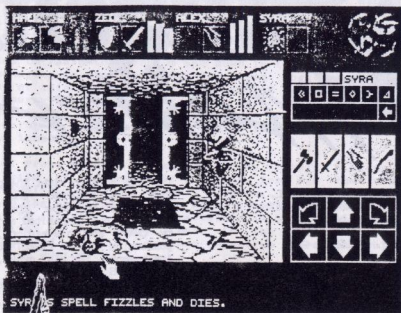
His bad side, the LORD CHAOS, was left behind and is now free to wreak havoc and destruction over all mankind. A new Age Of Darkness and Ice threatens the planet .... and that Age will surely dawn if CHAOS is not stopped.

As the GREY LORD's apprentice, you were close by when the explosion occurred, and yet far enough away not to feel the full effects of the onslaught. So, although you too now occupy the half-spaces, you maintain sufficient contact with this reality to be able to exert some influence over developments here.

The only hope to right the great wrongs that have occurred, and so save the world, is to enter the GREY LORD's dungeon, now inhabited and controlled by CHAOS and his minions, and regain possession of the FIRESTAFF. With this instrument in his grasp, the LORD LIBRASULUS will be able to cast the spells which will restore peace and order over all the globe.

You must enter the dungeon and seek the FIRESTAFF but, beware, the force which released CHAOS also caused a high degree of temporal disruption. Although it seems to you that it has been merely a few hours since the disaster happened, years have actually passed by and CHAOS has used this time to populate the dungeon levels with all manner of unnatural, venomous beasties .... and he has seeded the passageways with numerous tortuous traps and devilishly twisted puzzles so as to foil even the most determined of adventurers. Many champions have already tried to penetrate his realm, and all have failed miserably. Their souls now lie imprisoned within mirrors hung on walls not far from the dungeon entrance, where they serve as a grim warning to any others foolish enough to consider following in their footsteps!!

You must resurrect four of these gallant spirits, and then guide them through the dungeon, and all its terrors, in a desperate quest to find the FIRESTAFF before the night closes in forever!! Good luck .... you're going to need it!!



"OF PACKAGES AND THINGS ...."

This is a very short synopsis of the scenario which introduces one of the most widely acclaimed games ever! Variouslly hailed as "a masterpiece", "adventure of the year" and "the greatest game ever", DUNGEON MASTER has been consistently raising eyebrows, and attracting superlatives, since it made its first appearance in the early part of 1988. Produced by American software house, PTL Games, and marketed in the United Kingdom by Mirrorsoft, it is claimed that approximately 38,000 copies have been sold thus far .... which means that one in every three ST owners possesses a copy! So, what is all the fuss about? I've been taking a look ....

The game comes in a large, colourful, but not particularly robust, cardboard box which contains the game disk and an A5-size booklet.

The booklet consists of 50 pages and is split into roughly three sections .... the scenario, the operating instructions and game playing hints, and an explanation of the magic system.

The scenario takes the form of an eighteen page short story, which is much more atmospheric and detailed than the severely truncated version which appears above. It provides a more than adequate introduction to the game, and has a few clues hidden within it to boot!

The gameplay instructions are extremely comprehensive and seem to cover every eventuality. The game is entirely controlled by clicking the mouse pointer on one, or more, of a large number of icons. Contrary to what you might think, this works very well (better than in any other icon-driven game I've ever played) and I found that I could move, pick up, drop, examine, etc., etc. with absolute ease and great speed.

The booklet illustrates each and every

icon, and all the other parts of the screen, and explains the working and purpose of them in full detail. I don't think I've seen a control system which is so complete, and yet so simply straightforward to use.

The explanation of the magic system takes the form of an essay written by the GREY LORD himself, in which he explains the origins of magick, the purpose of Mana, and how spells are cast by the uttering of combinations of syllables, which are represented by four sets of symbols. Learning the correct sequence and combinations of syllables is an arduous task, and care must be taken lest the novice spellcaster immolate himself with an incorrectly uttered spell.

All in all, the package contains everything you need to fully understand and play the game. What more could you ask for?

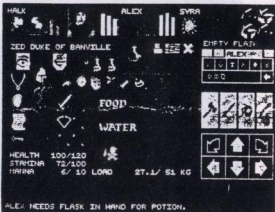
"GOING UNDERGROUND ...."

There are two basic types of screen in the game. The first is the "gameplay screen" itself, which has a large window showing you a view of the dungeon to your front. This window is surrounded by several sets of icons which relate to movement, objects carried, formation of your party, spellcasting and fighting .... as well as a small area at the bottom of the screen for the printing of short text messages.

The second type is the "inventory screen" (which is accessed at the click of a mouse button), and there is one of these for each member of your party. These screens show you the objects carried, and worn, by your champions, as well as other important factors relating to their state of wellbeing (e.g. health, stamina, mana, food and water status levels). Careful monitoring of these screens is necessary in order to maintain each

adventurer at the very peak of their individual efficiency.

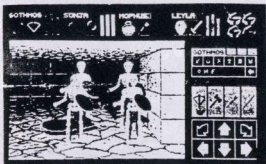
The number of icons, and an understanding of their various functions, may seem bewildering at first .... but the player soon gets to grips with it all, and within a few hours will be moving the pointer, clicking the mouse, and flipping between the screens with assured deftness. This game is very user-friendly and, although just about every inch of every screen seems to have been utilised, the system is so smooth, so simple, and so logically laid out, that mastery of it is soon acquired.



However, it is only when you begin to descend into the dungeon proper, and explore all of its many levels, that the real beauty of this game begins to come home to you. Never before has there been such a realistically depicted game-world as this one. Each corridor, each room, each nook and cranny has been created using colourful, solid 3D graphics. Every object you find can be picked up and manipulated, every item of interest can be examined. Doors creak as they open, the portcullis rattles as it rises and falls, hidden pressure pads click ominously underfoot. Everything looks and feels the way you would really

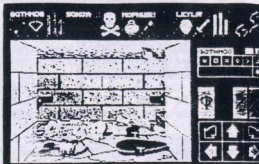
expect it to. The sense of actually "being there" is truly awesome!

The size of the game is tremendous. The number of levels to be explored and mastered runs well into double figures. Staircases lead you down from one level to the next. But, obviously, there is one heck of a lot to do between arriving at the bottom of one staircase and finding the top of the next. The corridors twist, turn and double back on themselves .... careful mapping is a must! The problems and puzzles to be solved are many and various .... there are keys to be found, doors to be opened, forcefield barriers to be passed, wide pits to be circumnavigated, riddles to be answered .... and monsters to be conquered!



Oh my! What monsters!! There are so many of them .... and so many different kinds! Each requiring a different strategy if it is to be overcome ("running away" works well with all of them .... but it doesn't get you far!). As with the rest of the game, the monsters are depicted in full colour 3D graphics, and are animated as well (so that if you don't come to them .... they'll come to you!). They grunt, hiss and roar as they attack you .... and some are realistic enough to make your skin crawl! (I well remember the feeling of terror which momentarily overcame me when, nonchalantly exploring a new corridor in the dark because I'd lost my torch somewhere, I turned a corner and found a Mummy lunging towards me out of the gloom. I

think I actually screamed .... but don't tell anyone!!).



"TO RPG OR NOT TO RPG ...."

There is, of course, a body of opinion which claims that DUNGEON MASTER is not an adventure at all, but actually an RPG (Role Playing Game). This may well be so. I couldn't say for sure, because I don't know enough about RPG's to make such a judgement. However, it is undeniable that DUNGEON MASTER contains some unmistakable RPG elements .... the development of your champions through the various skill levels until they reach MASTER status being just one of them.

It occurs to me that the RPG aspects of this game may well be putting some of the more traditional adventurers off playing it, especially if, like me, they've tried out one or two RPG's previously, and been less than impressed. If this is so, then please be assured that DUNGEON MASTER is a different bucket of fleas entirely.

I've played it as I would play any adventure .... I've explored, I've mapped, I've solved the puzzles, and I've wellied the bad guys when they've showed their faces! I haven't paid any great attention to the character development side of things (although I must admit to getting a thrill when a message is displayed telling me one of my characters has just been raised a

level .... but no more of a thrill than when I discover that my score has gone up 5% in an ordinary adventure), but that doesn't seem to have hindered my progress in any way. So, I am forced to conclude that, this game is as much, or as little, of an RPG as the player wishes to make it .... but it most definitely is an adventure!!!

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*****
: SKILL LEVELS :
:              :
: 1. Neophyte   :
: 2. Novice     :
: 3. Apprentice :
: 4. Journeyman :
: 5. Craftsman  :
: 6. Artisan    :
: 7. Adept      :
: 8. Expert     :
: 9. Master     :
: (grades 1 - 6 :
: inclusive)    :
*****
```

So, if the reviews of the game have intrigued you, but the RPG tag has been putting you off .... stop worrying! If you like adventures, you will like DUNGEON MASTER! Alternatively, if you're thinking of getting into RPG, but not sure where to start, this game may well be what you're looking for!

"SUCCESS BREEDS SEQUELS ...."

However, just in case you were beginning to think that this was a perfect piece of software, there were one or two niggly things about this game that I didn't like.

For instance, I would have very much liked an on-screen compass to have been provided. The labyrinthine corridors can be very confusing and I often found myself rushing headlong into the arms of a malevolent beastie, when I actually thought I was fleeing at Olympic speeds in the other direction!

There is a compass in the game, but it must be examined in order to ascertain in which direction your party is facing .... something you don't always have time for when a gang of rampaging, blue-skinned ogres is breathing heavily down your neck!! A compass permanently on screen, which could be read with a glance, would have been a welcome treat .... and would have saved my life on several occasions!



I would also have liked to have kept more than one SAVED position on a disk at a time (a new SAVED position automatically overwrites any other SAVED position on the disk). The facility to name a SAVED file would have accomplished this. In similar vein, I would have liked to have been able to load a SAVED position at any time, rather than only when all four of my champions have been killed .... I found this a bit tedious at times as it means that, if you lose one of your party in a particularly tricky bit, you have to deliberately get the other

three killed before you can try it again!

As I say, these are very small shortcomings and not really that important. I feel kind of guilty about even mentioning them. It's sort of like being offered a silver Rolls Royce totally free of charge, and then telling the man "O. K., but I really prefer blue!" Some people, I suppose, are simply never satisfied!



Anyway, the expected plethora of DUNGEON MASTER products to come, may well "correct" these slight "flaws". Fans of the game can look forward to a supplementary set of six new levels, entitled "CHAOS FIGHTS BACK!", to be loaded into the original and played with a SAVED set of characters. There is also talk of an EDITOR program which will allow you to access complete maps of all the levels in the game and, perhaps, design your own levels as well. Then there is DUNGEON MASTER II ... expected by next Easter and, reportedly, set in space (according to Ken Matthews anyway). Finally, the original DUNGEON MASTER should be released in Amiga format in the not too distant future also. All in all, it looks like DUNGEON MASTER is going to cause as much fuss in 1989 as it did in 1988 (if not more!).

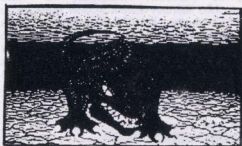
"THE PRICE SHOULD BE RIGHT ...."

Remember to shop around for the best price for this game. The recommended retail price of £24.99 should easily be bettered.

I got my copy at the PC Show in September from a firm called "TRYBRIDGE" for just £15. I understand that the firm is still advertising it at that price, by mail order, in the computer press. Well worth checking out!

There has never before been a game like DUNGEON MASTER. It is probably the first true graphic adventure. It is a work of art, and an experience not to be missed.

The good news is that there will probably be many more games like it from now on ... after all, software houses love to imitate a winner!!



REVIEWER:

JIM O'KEEFFE  
ATARI ST

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MIRRORSOFT, Athene  
House, 66 - 73 Shoe  
Lane, London, EC4P  
4AB

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## LANCELOT

or

or how to score points without really trying

Reviewed by The Wayfarer. Played on Commodore C64, Disk.

Level 9's latest offering has been reviewed by all of the Adventuring media and greeted with vast amounts of words as to its merit. I am tempted to wonder how many played it fully before writing their review. I started the game believing that, as Level 9 put it, "I would be experiencing the nearest thing to the Arthurian Legend, to date, as the game is closely based on the Mort d'Arthur poem". The first time that I was killed and resurrected with a 50 point bonus I seriously began to doubt that.

The game is set in Arthurian England, using modern place names such as 'Vestminster Meadows', and the whole scenario is split into three parts. In part one the objective is to get Lancelot knighted and sent off to prove himself by freeing Arthur's trapped knights (and, of course, to consummate the union resulting in Galahad, the "perfect knight") which is most of game two.

There is a final excursion back into game one, on completing game two, to rescue the Queen from a kidnapper, a further dally with her at a clandestine rendezvous which causes her to be accused of adultery and threatened with the stake. As Lancelot you rescue your lady from danger, and promptly endanger her again by being caught in her bedroom at night without your armour on!!

Fighting your way clear, and proving the Queen innocent (a strange anomaly as she invited you there in the first place) you are placed automatically at the start of the third game The Quest for the Holy Grail. Note that you can roam freely between games 1 and 2, but when you are placed in game 3 there is no return as you are 20 years in the future.

Having prayed with your new found son, Galahad, and embarked on the Quest you quickly find that your latest family tie is anything but loyal. He will stand by and watch you being attacked without lifting a finger to help, he also assumes that when you perform an action which solves a puzzle that his prayers have been answered. This is strange as he is incapable of performing any action on his own, and would (in Australian slang) have been better named GALAHHEAD. But he gets repaid later when you go forward to the Grail and he and the other knights are not yet worthy.

Having given a brief resumé of the game, I now must in honesty say that it is as full of bugs as the well known comedian's coat. (Lots of life in this coat, missus!!) Some of the bugs are amusing, at one point you open a chest, see that it is full of rocks and your lady companion announces "it appears to be empty". This same lady (if you only take 2 moves to drop the coals and start the fire) announces "Bet you drop it" in response to the game telling you that one of your companions "examines his sword"; as he has been carrying it thus far without this happening, this seems unlikely to say the least.

I have already told you about Merlin and his Terminal Bonuses (to paraphrase an insurance policy description). But why is it that when you find knights in cells they are always armed and "examine their swords", also in Turquin's Manor you

can free the knights whether you release their chains or not. Incidentally none of these knights will help you fight the guards, this you accomplish on your own. You can also ride up in a forest, and in the Broch you find that you are blocked by shutters which you cannot see?

Having been captured by the queens, you can take the glass of wine before you are offered it (and still be offered it, but when you accept the game informs you that you already have it!!) To return to castle Meliagaunt you are supposed to hitch a lift, but if you do this before your horse has been shot by the archers you arrive at the castle, dismount from your horse and the guards run away because you look angry at the death of your horse (the one which you have just dismounted having ridden off the cart). I've heard of flogging a dead horse, but riding one...!! This same horse magically disappears when you get into a boat, and whilst you are described as "riding west", none of your companions ever is. The logical conclusion is that they walk everywhere.

There is also a rather nasty puzzle which is character/object related, which must be solved before the endgame can be entered. No hint is carried in the wording, nor in the hint sheet. The order of events negated by character must be followed exactly as on screen, the objects in the hands of the wrong character results in them going out of order. The story of the game relies too much on your being in the right position to solve puzzles. Most are solved merely by you being there, more could have been made of most of the puzzles, the "go to" facility is great for mapping, but does allow you to cheat outrageously.

Congratulations to Level 9 on the concepts of Turquin's Manor, The Broch and The Briers, they are brilliant. The endgame could have been made fairer by hinting that the solution lies in the characters as well as the objects. If they were to iron out the bugs and extend the game to become a two disc (like the Pawn) they would have a top rate game. I feel that it wasn't play tested enough before the release, as they would surely have caught these faults if they had. However, they might not have had it so widely available for Christmas...

The graphics are really superb, even playing it on a C64 the pictures were of really good quality; certainly not as lumpy as usual. It is a pity that the handling on this machine takes so long compared to the almost instantaneous delivery of the 16bit machines. In text only mode the speed of response is considerably shorter, but do play it at least once through with the pictures working as they are really worth it.

It is also a shame that whilst the parser has been considerably improved, it is still very primitive compared to some of the other companies. Over all I enjoyed the game, as much for the bug hunting as for the plot. At least none of the bugs crashes the game, or locks it in an irretrievable position, but much could still be done to improve the next and successive releases of the game.

Come on Level 9, you have a good reputation for quality games; let's see what you can really do with this one. And while you are at it, why don't you include a printer facility in your games for those who like to have a print of their game moves?

#### LANCELOT - LEVEL 9

Available for most computers at a price of £14.95 for 8 bit computers  
and £19.95 for 16 bit computers.

## A JOURNEY ONE SPRING

ISOLATED HOUSE, Hafan-Deg, Brynhoffnant, Llandysul, Dyfed, SA44 6EH.



For Spectrum 128K - price £2.99 (cassette)



Reviewer - A.W. BALDWIN

It was the tradition, in a great stone city in the south, for young men, when they reached a certain age, to be taken by a guide into the wild country surrounding the city, and there left to fend for themselves and learn the art of survival. After several years, those who survived to reach their coming of age, had then to undertake the hazardous journey back to the city, where they would be allocated a place of honour. You are one of the survivors and it is now time for you to make that journey.

The journey will take you through forests, caves, mountains and a ruined city before you reach the river where you will find a raft to carry you downstream and back home. On your way, you will be attacked by wild animals but you will also meet friendly characters who will help you. Most of the problems you will encounter can be overcome without too much trouble, but some will require a good deal of thought.

Do not be in too much of a hurry to move on, at most locations the game continues by itself, so just sit back and wait to see what happens. Deciding how long to wait before making a move is a bit tricky, move too soon and you may miss something about to happen, wait too long and it nearly always proves to be fatal. This applies particularly at the end of the game, if you do not get off the raft at the right spot, you will just drift past the city and eventually drown.

The sound effects add a very nice touch to the game, in the forests you hear the sound of the wind in the trees, and by the river, you hear the sound of rushing water. There is music too! Each time you make a correct move, you are rewarded with a burst of joyful music, make a wrong move and the music is sad. You may also sit and listen to music whilst pondering over your next move, by entering the "PAUSE" command.

The game is almost entirely text only, very few locations have graphics. I liked the descriptions of the locations which seemed to convey the right atmosphere, although I was sorry to see a few spelling mistakes and errors in the text.

I missed not having a "SEARCH" command, you can only examine things, and then as often as not, you get the response "refer to text". I found the "HELP" command very unhelpful, except on two occasions, it elicited the response "With what" and then the help given was very cryptic. I would have liked a "SCORE" command, you are only told your score at the end of the game or if you quit. If you want to find out how you are doing, you must RAMSAVE, QUIT and then RAMLOAD.

I liked this game very much and I recommend it highly. I hope we shall see more games like this from Rick Cary.

=====

## RETURN TO DOOM

From TOPOLOGIKA, PO Box 39, Stilton, Peterborough PE7 3RL  
(Tel: 0733-244682)

Available for BBC,Spectrum+3 and Amstrad PC,PCW & CPC micros - £12.95

"Mayday! Mayday!" You pick up a distress call from the Galapoxi which has crash landed on the planet Doom. The surviving crew and their V.I.P. passenger, the ambassador to Regina, have been forced to leave their disintegrating ship and seek safety. Having survived a similar crash on this strange planet and escaped alive you know what to expect and, brave adventurer that you are, you set course for a return to Doom.



This is the second adventure in Peter Killworth's developing Doom Trilogy and, if you've played Countdown to Doom, you'll immediately recognise his distinctive style in this challenging sequel. The puzzles are heavily science-based, reflecting Peter's own scientific training, and he's come up with many interesting and original ones.

The start is fairly easy and you soon meet up with some of the many peculiar life-forms on the planet including a boogatiger and the montipython! Defeating a grobber is quite a gas too - I wonder if Liverpool's opponents have ever thought of getting past Bruce like this?! However, once you've got through the rock cleft (with the right item!) things begin to get a bit more difficult.

You are able to control the weather to your advantage and with such strange weather on the planet it's a good job that you can. Alkaline rain has an effect more devastating than any acid rain on Earth, frightening lightning will zap your synapses and both yellow snow and pink fog have their use. A vegetable computer will impart pages of information, some useless and some useful on your mission, so make a note of it all.

There's another of those infamous dome-shaped artifacts and, if you didn't know Newton's laws of motion before you entered it, you will by the time you emerge. Your powers of logic will be put to the test too, but careful thought will reap its reward in the shape of a delightful, talkative and helpful four-legged friend (reminiscent of Floyd in Infocom's Planetfall and Stationfall adventures).

Many of the problems have more than one possible solution and an alien machine will temporarily transmit you to a parallel universe in a number of locations to help with some of them. However, there is only one correct solution to each puzzle if you're to gather everything you need to progress to the stronghold where the ambassador is being held captive. Then, of course, you've got to get back to your ship - and there's no time to lose!

The 200 plus locations and the numerous ways in which you'll undoubtedly meet your demise are wittily described at considerable length. The parser, too, is quite sophisticated and can deal with inputs like "Get all but the suit, then go east, and say hello". When you get stuck help is immediately to hand by referring to the packaging and typing in the relevant hint number. I'm not a fan of this because it's too easy to sneak a look but, very sensibly, the answers are revealed bit by bit so that it's possible to get a tiny

hint at first before going on, if necessary, to the complete solution to your particular problem.

Apart from the offerings from Infocom, Level 9 and Magnetic Scrolls, Return To Doom is one of the best adventures I've played for some time and it had my disc drive whirring away for many a long hour. This is a definite must for all sci-fi fans and I, for one, am looking forward to the final part of the Doom Trilogy.

WERGILD



Bugbear Software - £2.56.  
Reviewer - PAUL BRUNYEE - played on 48K Spectrum.

"Wergild - The price set on a man's life, to be paid as compensation by his slayer".

The lands of Angwen and Yenoor were in bitter conflict. This disparity was aggravated by the battle for control over Angwen by three factions. The turmoil ignited a situation between a mariner from Yenoor and the inhabitants of a harbour town in Angwen when the mariner's craft was crippled on a reef and was forced to seek the sanctuary of the harbour. The mariner killed three men before overwhelming odds subdued him and the law of Angwen could be exacted. A price was set upon the heads of the three men and the mariner was then given three days in which to pay the price, or to face death himself.

The Mariner, of course, is yourself, and the quest is so explained in a poem included within the detailed booklet. You must amass a sum of 8000 cowrie shells, this being the local currency, and hand this over to the emperor of Angwen to buy your freedom. Alternatively, you could try to escape from Angwen, but the problem lies with finding out how!

Your prime concern is to find methods for acquiring money. Once you have moved beyond the opening few locations you will find a merchant's hall where you may sell any items you hold for 'a fair price'. You may unearth precious gems, or find other items of similar worth with which to boost your wealth. When talking to the emperor's scribe, you are invited to search for the Symbols of Office which were stolen many years earlier and for which a substantial reward is available. Or you may perform deeds for several of the characters you will encounter, again to earn more money.

A lot of good ideas have been implemented in Wergild. The redefined character display occupies about 42 columns, as opposed to the usual 32, and use is made of different colours for commands entered, location descriptions and so on. If you make a typing error when entering a command but hit ENTER before realising the mistake, you can recall the command just entered with a single keystroke and move the cursor back and forth along the command to edit the word or words misspelt. If you use any words that the adventure does not recognise, it will actually tell you the offending words, and not simply produce a message saying that it couldn't understand the command. Commands may be separated with the usual conjunctions of AND and COMMAS and you may refer to items using ALL, EVERYTHING and IT. There is no RAMSAVE facility, however, so be warned to save every so often as 'sudden death' lurks around a couple of corners.



(And I thought some of my solutions were a bit risqué!)

Part two is a little harder in that Ingrid has to stop a steamroller that the henchmen of Jasper are using. Then dispose of a few trolls by any means possible and finally hide some pieces of paper. Ingrid's faithful dog, Flopsy, comes in very handy in this part. As for help from Ingrid's relations - well only the dopyiest gnomes would help a "banished gnome" now, wouldn't they?

Part three finds Ingrid in Ridley mansion disguised as a maid and the objective is to find clues on Jasper's double dealings. This is the hardest part of all and all relies on doing things at the right time but don't take too long about it or the Rozzers will take you away. (Myself I will wait for the men in the white coats!) Still I'm not giving too much away on this part so do some thinking for yourselves (We Innkeepers have never been nice since you lot extended our working time!)

The game on the whole is full of puns and laughs and is also written much better than Gnome Ranger. But still some bugs do still creep in. In part two, if you ask Flopsy to do something awkward or drastic make sure you ramsave first (if you have one on your copy) because nine times out of ten even though you type FLOPSY, WAIT, WAIT, PULL LEVER you will find Ingrid doing it instead. This also happens with asking any NCP's to do something that Level 9 has not programmed them to do. It's worth trying anyway but why they can't just have the good old THAT'S NOT POSSIBLE instead I'll never know. But that is what comes of playing these so-called "state of the art" games. I wouldn't moan too much except the annoying bugs are anything but rare - much too frequent for my liking.

Having said all that I have to admit that I really enjoyed this adventure immensely. I also like the idea that you can load up any part without having to load a saved position in or input a password. At the time of writing I am trying to complete the last moves to find all the points which will enable me to become A VERY ADVANCED GNOME. All in all - nice one, Level 9. But please, please, PLEASE get your playtesters, who it seems can't see a bug for the cobwebs over their eyes, to check properly. Now I'll probably receive a 'state of the art Gnasty letter' from the AUSTIN boys.

DON'T CARE - NANANANANA!



#### MAGNETIC MOON

By FSF Adventures, 40 Harvey Gdns, Charlton, London, SE7 8AJ  
For Spectrum 48K or Spectrum 128K price of either version is £3.50.

Reviewer - Walter Pooley.

The name of Larry Horsfield may be new to Spectrum adventurers, but in BBC and Electron circles he has established a name for himself. He has currently 3 adventures, the first of these to be converted for the Spectrum is "Magnetic Moon".

The storyline is set in the 22nd century and you play the part of Mike Erin, 2nd Lieutenant on board the spaceship "Stellar Queen". The ship has just crashlanded on the moon of an earth-like planet after being dragged out of space by a tractor beam. You were searching for the lost scoutship "Pathfinder", which you had lost contact with some time earlier, and the scoutship had last been heard from in the

vicinity of the moon you are now on. The "Stellar Queen" is now being held on the moon by a powerful magnetic field, the source of which appears to be in a large underground installation some kilometres west of the ship.

You are not included in the party which is leaving the ship to try and find this installation, hopefully destroy or turn off the magnetic field, and at the same time locate the missing scoutship and rescue any survivors. So the plot unfolds that you are not content to stay on the "Stellar Queen". Can you find a way to sneak off the ship, turn off the magnetic field holding your ship, make your own rescue of the survivors of the "Pathfinder", and return to the "Stellar Queen".

Do not be put off if you do not favour science fiction backgrounds, as this is good solid adventuring with plenty of puzzles to satisfy the most discerning player. I never like to write a review without playing the adventure from beginning to end, so in my usual fashion I did just that.

There are two versions, 48K and 128K and both are in three parts, the 128K version being enhanced with extended location descriptions, extra messages etc. The version reviewed is the 48K one.

In part one you are concerned with getting off the ship and getting equipment together. There is a fair amount of equipment around (not all needed), and a bit of diligent searching before leaving the ship should reveal a backpack, which will enable you to carry a reasonable amount.

In part two you have found the underground complex. This must be searched and examined throughout to gain the information and equipment to shut down the complex. This is not made easy by the fact that the complex is populated by pirates and your first task is finding a means of neutralising them. Having accomplished this, you are faced with finding the means to shut down the complex and to make your escape.

In part three, having made your escape from the complex you meet up with the original inhabitants of the moon. They are pleased that you have disposed of the pirates, but they now want you to help them. Once you have done that, you are on your way again and you find the wreck of the "Pathfinder". Investigation reveals a survivor in the control room - rescue her and you are a stones throw from your own ship!

All in all, a most enjoyable adventure, and Spectrum owners have the rest of Larry's adventures to look forward to.





Not in front of the children!

Allo, Allo, 'tis I, returned to the land of the living. For those of you that understand that remark, thanks very much for all your sympathy during my recent 'bout of deprivation. For everybody else, please allow me to explain. Despite the fact that my articles in Adventure Probe have continued un-interrupted, I have in fact just been through a four week separation from my Amstrad. This was brought about by a sudden failure of the disc drive unit. On a 6128, the disc drive is in the same unit as the keyboard. Therefore to have the drive repaired one has to send off the whole computer. There is not a lot one can do with a dead monitor and a cassette player. I had to survive four dreadful weeks computer-less, and the repair ONLY cost £112-00, what with Christmas coming up as well!

Talking of Christmas, Santa was very kind to me and filled up my stocking with an add-on disc drive so hopefully, I won't get caught without again.

So all is well and here am I, tapping away happily at the keyboard again, trying frantically to think of something interesting to write. The reason that I didn't miss appearing in Probe is due not only to the dedication of our illustrious Editor, in producing an article from some un-finished files but also due to her request that we produced the January articles early. My drive failed just after I had saved a draft copy of my priceless prose to disc. If I hadn't had complied with "She who must be obeyed's" wishes, then the Christmas issue of Probe would have been a bit thinner.

Quick 'phone call to Mandy. "Disc drive gone Kaput"  
 "Oh you poor thing, look you"  
 "Sorry, no article for Probe"  
 "Well that's sad, isn't it. Why don't you send me your disc and I'll see what I can do, yacky da"

So that is how January's article appeared when I didn't even have a computer. Well that is probably the most boring thing I have ever written and you've ever read isn't it? Allo? Is anybody there?

Did you notice that mention in December about Tracey Tattum, the new subscriber that is only 11 years old? (Hence the headline!) Fantastic isn't it? Doing adventures at 11 I mean, not the headline. Afterall, I'm nearly twice her age, OK treble, all right all right, and a bit more..... and she is doing better than me already. Then to cap it all, in January she start's offering a help-line! Watch out Grue, she'll be doing Infocomms next!

And now for Neil and anybody else trying to work out my age. It is 2 less than the answer to "Life, the Universe, and Everything" with suitable apologies to my "Brother" Douglas, for what come's next!

THE FLORIST AT THE END OF THE UNIVERSE  
( or So Long, and Thanks for All the Flowers )

FOREST AT THE WORLDS END was number five on my completed adventure's list. Wow, FIVE! I was becoming an old hand at the adventuring bit by now. So what sort of "feed the pigeons" type errors did I make in this one?

First of all the SEEDS are SOWN.. (Ugh!) ...."the Princess Mara has been captured by the evil Wizard Zarn. You are the re-incarnation of the mightiest of the ancient warriors. You materialize at the edge of the terrible forest from which no one has ever returned alive".....

This is a BLOOMING good adventure from INTERFLORA, sorry, INTERCEPTOR SOFTWARE, the same people who were responsible for MESSAGE FROM ANDROMEDA, JEWELS OF BABYLON and HEROES OF KARN, to name a few. Where are INTERCEPTOR now, does anybody know? Come to that, where are Crowther & Woods now? I bet they wish they had a copyright on every adventure ever sold! Anyway, the adventure follows the normal rules of, it is not too difficult as long as you remember to map as you go and to examine everything. A new idea that I hadn't come across before, was that during play you are given messages at various points in the game. Such as "Seek he who watches over the threshold" and "Seek the Smith to fashion the Hellblade to challenge Zarn. You will need the power from Vulcan's heart". Great! If you are DENSE like me, then it is not until after you have solved the problem that you understand the cryptic clue that the message was trying to give you!

There are a couple of mazes in this adventure but in deference to Roger White, I'll say no more on that subject until I've tried his method's. One maze (Ugh!) that is essential to explore is the "Forest of Sighs" however, to find the ring which enables you to enter the Witch's Hovel. There are lot's of other objects that you will discover along the way that have uses further on. Such as, the log in the Woodman's Clearing, for crossing the Chasm. The Horn, on the Forest Path, for calling the Dragon. The Bow, in the Vale of Shadows, to SHOOT the Elf. The Chest of Jewels, in the Volcano (Vulcan's heart), to give to the Smith to get the Sword (Hellblade).

Mentioning the Dragon reminds me. Now as we all know, the great thing about playing mythical adventures is, that it doesn't matter how timid we are in real life, once into an adventure we become sword bearing, muscle bound, dragon slaying heroes or heroines. Well don't slay THIS Dragon! He turns out to be a helpful friend and you cannot get up or down the precipice without him flying you there. (He who watches over the threshold). Needless to say, the first time I met the Dragon I killed it! After 101 input's getting "You can't" messages, I realised I had done something wrong. (I'm glad this isn't an Infocom). If you start to WILT after fighting the wolves, don't worry as you will soon meet a nymph with healing properties.

Overall I quite liked this game. Much better than Jewels of Babylon. And now the final message:-

"Congratulations! The Wizard is dead. The Princess is saved. She falls into your arms and you are both carried off into the sunset by some singing wood nymphs. The forces of light have triumphed once again".

Ahhh. They don't write them like that any more. Oops. I hope that the above isn't too sexist for some of you! Also, apologies for my appalling Welsh accent earlier, only joking Mandy. Mandy?

Now as this has been Article Number Six, I have completed my contract for Mandy and I shall be taking a break from writing for Probe. This is to enable me to catch up on part of the mountain of adventures that I have collected during 1988 and to have a serious attempt at writing my own adventure. (Keep those SAC tips coming please). But do not fret dear reader, I shall not be far away and I will stay in touch through the letter pages (if allowed). I have greatly enjoyed writing this series and I hope that I have given you some pleasure also. When I have some more completed adventures, I SHALL RETURN.

In the meantime, What next?

Bob Adams.

\*\*\*\*\*  
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---

HINTS AND TIPS

BUREAUCRACY played by NEIL SHIPMAN on Atari ST

Ignore the nerd (although it's interesting to look at what he's offering you).

Don't bother going into the bank until you've got the cheque (which is always in the last lot of mail you find).

When saying a phrase to the stranger and the intercom make sure it's exactly right, including punctuation.

When running the program on the unlabelled cartridge you only need to use each Print command once.

---

# Puzzle

MATCH UP by DOREEN BARDON



R O T C E P S O R P S  
 M B K G E M H P I N N  
 B I E E C A R T I O O  
 E C N A Y L X L H I W  
 S P T D E L M W A H Q  
 E O I H S E M N R S U  
 L J L P R H T C E U E  
 B S L G O S A L D C E  
 M F A B H M H D M R N  
 I O B C E U A P O O O  
 H I S R K R L P O W A  
 T E A S H V E K N N H

**OBJECTS**

ANTS  
 CROWN  
 CART  
 CAMERA  
 CUSHION  
 GEM  
 HET  
 HAY  
 HORSE  
 KEY  
 MAP  
 MOSS  
 LAMP  
 PIPE  
 ROPE  
 SHELL  
 SACK  
 THIMBLE

**TITLES**

GREMLINS	-----	-----
HULK	-----	-----
HOBBIT	-----	-----
KENTILLA	-----	-----
MINDSHADOW	-----	-----
NOAH	-----	-----
PROSPECTOR	-----	-----
SNOWQUEEN	-----	-----
RED MOON	-----	-----

Find all the titles and objects hidden in the square and then test your adventuring knowledge by matching up two objects to go with each title.

=====

**ANSWERS TO CHRIS'S CRAZY QUIZ 1**

- 1) The 5 Infocom games beginning with B: Border Zone, Beyond Zork, Ballyhoo, Bureaucracy: Battletech: The Crescent Hawk's Inception: (a graphic role-playing game!)
  - 2) The 7 Infocom games beginning with S: Seastalker, Suspended, Suspect, Stationfall, Starcross, Spellbreaker, Shogun.
  - 3) The adventure based on the Fab Four was, of course, Beatlequest.
  - 4) The Characters appeared in the following games: a) Psi Warrior. b) Kronos in 'The Pawn'. c) Agent 4125 from Impossible Mission. d) Thorin from The Hobbit.
  - 5) Elite from Firebird was the first British game to top the US charts.
  - 6) A trick question! There are in fact EIGHT games (one extra) on Ocean's Magnificent Seven compilation - odd eh?
  - 7) Here are the more familiar names to the renamed games: a) Get Dexter (Crafton & Xunc). b) Trashman's Travels (Trashman II). c) Beyond Zork (Zork IV). d) Rockford's Riot (Boulderdash II).
  - 8) Mike Singleton's third part in the (abandoned?) Midnight trilogy of games was known as Eye Of The Moon. What happened to it? I even saw a screenshot in one magazine - it looked fantastic! Perhaps the Spectrum's memory just wasn't big enough for it... Mike has since moved on to 16-bit computers and his last game was "Whirlygig", a 3-D arcade game!
  - 9) The Firebird logo appeared deliberately UPSIDE DOWN on the cover of "Don't Buy This!" - a compilation of the worst games Firebird had been sent for publication - so bad they are good for a laugh!
  - 10) An easy question. The games fit the people as follows: Snowball (Kim Kimberley). Trapdoor (Berk). Gnome Ranger (Ingrid Bottomlow).
- =====

!!! NEW FROM JOHN WILSON OF ZENOBI SOFTWARE !!!

### THE BALROG AND THE CAT

There was nothing a BALROG enjoyed more than a green-cheese sandwich, especially one that had been left to 'ferment' for a week or two! But un-beknown to this BALROG, such joys were soon to be brought to a sudden end - by a strange "scratching" at the door of his abode. This noise would cause him to become embroiled in solving some very devious problems. FREE copy of GOBLIN GAZETTE on reverse of this cassette. Price £2.49



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TEXT:A LOT  
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PROBLEMS:TOUGH.



WARNING:

Persons of a nervous disposition may find certain scenes and events upsetting.

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ATMOSPHERE : 90%

PLAYABILITY : 70%

TEXT : 90%

VALUE : 100%

OVERALL : 85%

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## Letters

I thoroughly enjoyed the Christmas edition and am quite fascinated by Roger White's articles on mazes - I didn't realise how much there was to them. Out of sheer perverseness I think I'll sit down and devise one which is almost - but not quite! - impossible to solve, and then try and solve it!

TONY BEVAN, 11 Hernbrook Drive, Horsham, West Sussex, RH13 6EW.

=====

I have just bought the Amiga and am finding it a really superb machine in terms of graphics, sound and user-friendliness (if there is such a word). The only problem is that I only have a 12" black and white television to use as a monitor. Arrrrgh! The paint program that came with the games pack is extremely good, but I don't know what colour I'm drawing in!

I thought the Frob Of The Month was very funny (thanks to the Grue - his little snippets in the In-Touch section are also much appreciated - is he/she or it related to the Pilg at all?) and I would like to nominate myself as the next Frob, although my story is only loosely connected with adventuring.

Back in my old Spectrum days, I subscribed to a magazine which often included type-ins. Included in one issue was a rather interesting looking type-in-adventure. I was not the most brilliant of programmers, but I decided to give this one a go, as I was suffering from withdrawal symptoms, Spectrum adventures being somewhat thin on the ground in those days.

One Saturday afternoon I sat down at my trusty Speccy and started to type this program in. The listing was three or four pages long, and it took two or three hours to type it all in and another hour or so to debug it, but eventually, at last, the program was ready to run.

The program seemed OK, but as it was my first game I was killed off quite quickly. Up came the familiar message - Another game (Y/N)? As I wanted to get back into the basic to make a few final adjustments, I typed N for no. And the computer reset. And I hadn't saved the program. Arrrrrrrgggghhhhh!

EMMA HEGGIE, 16 Riverbourne Road, Milford, Salisbury, Wilts, SP1 1NS.

=====

In a previous edition of Probe I asked if anyone had some information on the 'Pro Pak' adventures, TEMPLE CURSE, ISLAND OF SPIES and THE LOST PLANET. A little background on how these adventures were released. In Australia there was a promotional pack consisting of Commodore 64 computer, 1541 disk drive and a disk full of programs. On this disk, along with some other programs was the three adventures mentioned above. Since I last wrote I have managed to load them as a database using The Quill, and this has enabled me to have a "look" at them. What I discovered is quite revealing. Only one of the three adventures is playable and even that one is 'bugged'. In ISLAND OF SPIES it is impossible to access a third of the locations - no wonder I was stuck!

In TEMPLE CURSE, if you enter the Main Treasure Room there is no way out and therefore no way to get the treasures and full score. Also it is impossible to get the congratulatory message.

THE LOST PLANET is the only one of these which I was able to finish. I thought I would let readers of Probe know about this in case these

adventures find their way into England. My advice if you are offered these adventures is to say "NO THANKS"!

DOROTHY MILLARD, 8 Morley St. Kettering, Northants, NN16 9LJ.

(Confession time! One kind Probe reader did telephone me after the letter appeared in Probe and informed me that these adventures were available in Britain but under different titles. I did make a note of this for inclusion in Probe but have misplaced it somewhere in my files. If the kind reader would care to get in touch again I would be extremely grateful.....Mandy)

I note that reader Pete Simpson has written in complaining of the length of the descriptions in Leather Goddesses of Phobos. This game has three modes, Tame, Suggestive and Lewd, as well as the usual Infocom Verbose, Brief and Superbrief modes. If the game is transcribed in Tame mode the descriptions are about half the length of the Lewd mode equivalents. Brief and Superbrief work correspondingly shorter as well.

The whole concept of the game is to reflect a 1930's romantic novelette, full of flowery descriptions and larger than life heroes. The short clipped sentences of Mickey Spillane would not really fit in with this idea, so if you want to save paper, transcribe it in Tame and Superbrief modes.

NICK RUMSEY, 168 Eastbourne Rd, Lower Willingdon, Sussex. BN20 9NB.

What a great way to start the New Year off, another excellent issue of Probe. I must say Jim O'Keeffe really hit the nail on the head, I myself can remember the days when you didn't have much option but to really try and complete a game on your own. Long live the demise of solution only mags.

As for Pete Simpson's "What Makes a Good Adventure", well I might be a teensy weensy bit biased about Infocom but I would like a chance to offer a reply. How dare he suggest that Infocom are not very good at removing the tedium from adventures, how dare he complain about disc accessing, insufficient abbreviations etc. Pete Simpson I challenge you to a duel, magik wands at ten paces.

No seriously though I do agree with some points. I myself had terrible trouble getting my input understood in Beyond Zork at times and that was using their new interface system. Leather Goddesses of Phobos was not one of my favourite games but I can well understand why he gave up in the catacombs, I think I got killed about a million times myself.

Maybe Pete Simpson could have a go at Level 9 next.

PS. I didn't like The Pawn either!

THE GRUE!, 64 County Rd, Draskirk, West Lancs, L39 1QH.

(Well GRUE! you were wondering what all the secrecy was about and all the hiding of paper when you entered a room. You were dying to know what was in the mysterious envelope that MRS GRUE! posted to Probe? Now all will be revealed! Read on..... Mandy)

Life as we know it has reached an end. First came Infocom - These games gained a strong hold over my husband who, beforehand, was quite content to kill small monsters and race at high speeds around race tracks of the world. With the advent of Infocom he was troubled, he couldn't sleep, every waking hour was spent working out a way to leave a room with no doors, how to communicate with black cats - each problem was related to me in great detail and I how I wished he would be eaten by a grue! But no such luck. And then to make matters much worse, some fool invented the Amiga! It now transpires that we cannot live without one of those infernal machines. I'm told they do everything except wash dishes and of course everyone has got one. Here I must disagree as the husband in question does not have one. My ears are under a constant barrage of what games are out and how he can't play them. The fact that he has this pleasure to come does nothing to appease him.

I know I will g-rue the day when this marvel of modern science enters my home. I can only console myself with the knowledge that it will keep him quiet for at least one week and then he will be extolling its virtues and no doubt when everything is back to normal Infocom will produce another marvel that cannot be used on this 8th wonder of the World (the Amiga) but will require the technology of a machine with gigabytes of memory.

But until then life is, as it has begun to be known, goes on and on and on..... and I am thinking of setting up a counselling service for distressed wives of computer addicts - if only I could gain use of the phone which now has become an extension of the computer and is known as an infocomline. I can but hope.

Yours gruefully, A Computer Widow.

LONG SUFFERING MRS GRUE!

=====

I'm delighted to be the very first Frob Of The Month - the whole family had a real laugh at what The Grue! had written. I gave him a call too and he had a few more gurgles! Needless to say, my pigeon-embossed certificate currently has pride of place in my study. The booklet of verbs and index of everything that's been in the magazine was superb. It must have been a mammoth task getting that all together. Looking through the review list my eye was automatically drawn to the BBC/Electron titles and I noticed a couple of omissions: Barbara Gibb's review of American Suds in May 88 and mine of The Warlord in November. I'm not complaining (Frob's don't!), just mentioning it so you can update your database. May Adventure Probe go from strength to strength in 1989.

HIS FROBYNESS NEIL R SHIPMAN F.O.T.M.

1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ

(Thanks for pointing out the omission of the reviews from the index, Neil. I hope that the other readers will make a note of these titles and add them to their index..... Mandy)

=====

Many thanks for reviewing THE BEAST in Probe and for pointing out the 'bugs', which somehow avoided detection by myself and the playtesters. These have now been removed (the bugs, not the playtesters!). Also my thanks to all those who wrote to volunteer their services as playtesters for future games after reading my plea. The response was

so good, that I was able to compile a list, and now have another plea - no more volunteers, please! (At least, not yet).

I was interested to see the advertisement for PBM SCROLL that appeared on the back cover of the December issue. As I've been 'PBM'ing for a while, I can strongly recommend the hobby to adventurers, but warn that it can be expensive. However, many start-up packages are free (or fairly cheap) so you can give it a try without committing too much of your hard-earned cash. If anyone is seriously interested and would like some more general information or tips about PBM then I'll be happy to help, provided that a sae is enclosed with your letter.

I was pleased to see Jim O'Keeffe back in Probe (welcome back Jim!) I keep looking for comments about The GRUE! (whoever it is) but, so far, no mention. So I thought I'd start things going by saying how much I look forward to his various contributions (though I felt sorry for poor Neil Shipman last month). Reckon the GRUE! deserves a reward (perhaps a yak pie?) for cheering me up each month, but all he's going to get is TA! ('cos I couldn't find a yak). Anyway, Happy New Year to everyone, especially to my customers - I'll be busy working on a new Speccy game very soon!

LINDA WRIGHT, 19 Briar Close, Nailsea, Bristol, BS19 1QG.

=====

I must say how much I enjoyed the Christmas Probe. In particular, Roger White's continuing ART OF THE MAZE articles. Absolutely absorbing reading ... I can hardly wait for the next instalment. As a confirmed "maze-abhorrer" from way-back-when, I must say that most of my objections to mazes stemmed from the unimaginative way in which the majority of "maze-puzzles" were implemented... the problem they created being easily overcome using the naive or classic solutions (to use Roger's terminology), if one was patient enough! Hence, all mazes became very much-of-a-muchness ... and therefore, boring! However, as a result of Roger's articles, I now begin to see that the maze possesses much more potential as an adventure puzzle than I'd ever previously imagined - in fact, instead of being a mere repetition of all other mazes, each maze COULD be a unique problem in its own right! All that prevents this happening, is a lack of skill and foresight on behalf of the adventure writer. I feel that from now on I shall judge all mazes by different standards from those I have used hitherto ... instead of simply differentiating between games that have a maze and those that don't and leaving it like that ... I shall now be looking to see how skilfully and imaginatively the author has used his maze, and judging him accordingly. I can even imagine a situation where I might even criticise an author for NOT including a maze!! (And I didn't think THAT would ever be possible!!) I must thank Roger for his most entertaining series of articles. I have enjoyed them tremendously, and I have learned a great deal into the bargain. I can hardly wait to tackle my next maze and put my new-found knowledge to use!

JIM O'KEEFFE, 3 Beauchamp Close, Moreton, Swindon, Wiltshire, SN2 3DT.

=====

I am interested in starting a magazine to replace "Soothsayer", anyone willing to purchase/contribute to such a publication could you please contact me at the address below. Any contributions i.e. solutions, hints, maps etc used will be given full credit.

Depending on your response, the first issue could be on sale by mid-March.

Many thanks to Paul Avis and Simon Johnson for their encouragement.

MIKE BRAILSFORD, 19 Napier Place, South Parks, Glenrothes, Fife, KY6 1DX.  
TEL:0592-757788.

(I hope you get a good response from the readers, Mike. It will be nice to see our Sister-magazine back in publication once more and I wish you well.....Mandy)

-----  
While I am a relative newcomer to adventuring on the Spectrum, I have played and completed most of the adventures available for the Acorn Electron, and a number of BBC ones as well. The number of Spectrum adventures I've played numbers less than 10! I can claim to have played 99% of the BBC/Electron adventures without the need to consult a full solution, so I was very interested to read Jim O'Keeffe's article "With A LITTLE Help From My Friends" in the January issue of Adventure Probe. I am in complete, 100% agreement with what Jim writes about the increasing use of full solutions in adventuring. I must confess that the other 1% of the Electron adventures I actually did play with a full solution. This was "Kingdom of Hamill", played on my newly converted 64K Electron. I had got a little way into the adventure when someone sent me a full and very detailed solution. I continued playing the adventure using the solution, but when I'd finished it, I felt no sense of achievement and I realised I didn't know my way around all the locations at all.

It beats me how a person who plays any adventure using a full solution can claim that they have actually PLAYED the game. You simply CANNOT get the "feel" of an adventure by using a full solution. You probably won't visit all the locations in the adventure, and won't really be able to help anyone stuck in it. I remember with fondness the first two adventures I played on my Electron - Sphinx Adventure and Twin Kingdom Valley. I played both of these for MONTHS before completing them, and can confidently claim that I know them inside out! Like Jim O'Keeffe, I would like to see an end to the availability of full solutions - hint sheets should replace them totally. At least then the player will have some help, but still get the enjoyment of playing and mapping the adventure - MUCH more fun than simply typing in the correct inputs from a full solution!

LARRY HORSFIELD, 40 Harvey Gardens, Charlton, London, SE7 8AJ.

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Thanks for the continued high quality and prompt delivery of Probe each month - it is a joy to receive. So, on to my point, although only a small one, I find myself at a sharp disagreement with your good self (how dare I) regarding the way you deal with the examination of useful and non important items, as discussed on page 20 of the January issue. You talk about items of no real relevance to the game, and suggest that a good response would be something like "That is just scenery". OK, fine, but what if your game has loads of long descriptions opening lots of pointless possibilities like Examine Brickwork...Valley...Rockface etc. First you have to enter all of those words into the parser vocabulary - thus using a lot of memory you don't need to - and just so they are recognised so that you can tell the adventurer that they're not important.

You may respond that a good alternative is to print the "just scenery" message to any old item you examine, whether this item is recognised within the parser or not. While this may be more lenient on the memory, it also means that the adventurer gets a positive examination response even to imaginary objects that certainly have nothing to do with the game. For instance, if I was to enter EXAMINE SNOOTY NOSED 3 EYED YUPPIE (admittedly, that's taken to extremes), and the game responded with THE SNOOTY NOSED 3 EYED YUPPIE IS JUST SCENERY, then wouldn't I be reasonable to expect to find a snooty nosed (etc) within the game? Either that, or the atmosphere of the adventure would be spoiled; or a serious adventure made to look pretty silly.

My alternative when responding to words that the game doesn't understand is to use a message like "USE OTHER WORDS". While this may be a little less friendly when examining the LUSH GREEN GRASS or whatever, it is certainly a great deal clearer when typing to find out if there's a 29FT ORANGE MAN FROM PLUTO in your typical dungeons and dragons scenario!

Well I certainly managed to drag that out a bit, but there's my opinion on the EXAMINE (POINTLESS OBJECT) subject. I would certainly like to know what the majority opinion on this is.

SIMON MAREN, 61 Beech Rd, Gillway, Tamworth, Staffs, B79 8QQ.

=====

Riddle me this: what is pronounced dead and yet lives? What is buried and rises? What cannot sell and yet is bought? Simple, isn't it? The text adventure! Everyone knows that graphical games are going to get bigger and bigger in terms of complexity, interest, realism. Not necessarily for this reason, they're going to sell more and more. When a columnist looks forward and tells us the future will be graphic, I yawn at the thudding repetition of this astonishing insight which he has felt moved to pass on to such limited beings as eagerly wait on the Pearls of Wisdom springing from his wordprocessor, but I do not disagree. Of course games like Dungeon Master will be bought by lots of people. I'll buy it, for one, and I suspect many of you will too. But do we buy the assertion that if one likes Dungeon Master one cannot like Dungeon Adventure? The problem is that those who maintain they are only responding to what people want are in fact creating a demand for what they want to supply. How can people choose to buy text adventures if there are no text adventures in the shops? I believe that text adventures will be played for a long time to come. We are not about to forget the excitement of evocative descriptions, the delight of cunning problems where the writer has anticipated many a possible action ("I suppose you have some theory about using the curried chicken to fuel the ion-drive?"), the interaction with well-defined characters (hands up those who've played Stationfall and/or Planetfall and have NO picture of Floyd); and all the graphics needed were drawn by the software in our heads. I would say text adventures are to graphic games as radio plays are to television. That is why larger software companies are not interested in developing and promoting text adventures. The immediacy of the image is all: zap the consumer with flashy graphics and get volume sales in the short term and then on to the next product. Strangely, text adventures will fall in the mainstream market for the same reason they will retain the affections of the few.

So, the text adventure is dead. Let's hear it for life after death. I've enjoyed Roger White's blockbusting mini-series on mazing. However, Part III ends on a rather optimistic note! I refer to the idea that ANY maze can be mapped with just one object. To borrow

esteemed editor's phrase: I giggled like an insane Prune (with nearly the same effect as eating a pound of same). There is a certain type of maze that cannot be wholly mapped, even with an infinite supply of objects, unless one understands the problem posed by the maze. In this kind of maze, one does not get to the "final" room of the maze unless one has followed the correct route thus far. I won't say any more until I've seen part four of this well nigh definitive work, in case any of you mazophobics out there explode. This issue's cover is very pleasing, as was the Xmas one which looks to me like a scurrilous defamation, depicting the more unsavoury side of Bruce Wayne's relationship with long-suffering (!) Alfred. I share Roger Barrington's dislike of Jinxteroid "humour". What little of the game I could endure (I find it hard to vomit and type simultaneously) struck me as most appalling. The 1989 Infoscope beggars description of its impact on my personal hygiene and success in activities temporal and spiritual. It is surely the hottest thing to hit Gruedom since the LAD (Light Absorbing Diode)!

DON MACLEOD, 35 Old Evanton Rd, Dingwall, Ross-shire, IV15 9RB.

\*\*\*\*\*  
HELP WANTED

"Can anyone please help me with the solution to MANIAC MANSION? Also in GUILD OF THIEVES at the end, I put the die and anticube on machine, remove anticube and cube. When I go SE I get zapped! Why? What am I doing wrong?

Could someone please help me with Jack Lockerby's REALM OF DARKNESS - I can't find the knife anywhere! I have the Spectrum solution but it doesn't help. I have Commodore 64"

DOROTHY MILLARD, 8 Morley Street, Kettering, Northants, NN16 9LJ.

\*\*\*\*\*  
"Please could someone help me as I am stuck on the Dragon adventure called CALLIXTO ISLAND?"

GREAME JOHNSTON, 198 Main St, Cambuslang, Glasgow G72 7EN.

\*\*\*\*\*  
How can one obtain the torch in C64 adventure DESTINY?  
Any help with getting started on C64's CATACOMBS?

The above are, as yet unanswered, questions from Probe readers on the telephone helpline. If you can assist then please get in touch with Probe.

\*\*\*\*\*  
TOP TEN ADVENTURE SONG CHART  
By our resident D.J. - CHRIS HESTER!

- 1) "MAYBE I'M A MAZE" - Wings.
- 2) "GAC IN THE USSR" - The Beatles.
- 3) "I SEE NO OLD OAK TREE THAT YOU CAN TIE A YELLOW RIBBON TO"  
- The Sherlocks.
- 4) "WHOLE LOTTA LEVEL 9" - Led Zeppelin.
- 5) "SAVE ALL YOUR PROGRAMS FOR ME" - Brotherhood of Man.
- 6) "GNOMEWARD BOUND" - Ingrid and Garfunkel.
- 7) "RETURN TO BASIC (Address Unknown)" - Elvis Pressanykey.
- 8) "FOOL ON THE QUILL" - The Beatles.
- 9) "PURPLE MAZE" - Jimi Hendrix.
- 10) "GET STAC" - The Beatles.



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# In-Touch

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## ATARI ST SOFTWARE FOR SALE

Wizball (arcade adventure), Backlash (arcade) and Star Wars (arcade) £10 each one or £25 for the three one, or I'll swap for adventures (especially for Deja Vu, Trinity or A Mind Forever Voyaging).

DAVID OYA, 24 Kingsway, Banbury, Oxon, OX16 9NY.

\*\*\*

Barbarian (Physgnosis)(Arcade) £7. Solomen's Key (Arcade) £4.

ROBIN ALWAY, Church Cottage, Abson, Wick, Nr Bristol, BS15 5TT.

## SPECTRUM SOFTWARE FOR SALE

Jinxter (Plus 3), The Pawn (for 128K) at £5 each.

The following are for 48/128K

Murder Off Miami, The Big Sleaze at £2 each. Cloud 99, Double Agent, Spiderman, Raven, Custards Quest, Earthshock, Extricator, Energem Enigma, Rigels Revenge and Imagination at £1 each.

BRIAN R. PELL, 4 Tudor Way, Wellingborough, Northants, NN8 3YB.

\*\*\*

Gnome Ranger £4. Lord of the Rings, Erik the Viking, Red Moon, Fourth Protocol, Return to Eden £3.25 each. Quest for the Golden Eggcup, Incredible Hulk, Zacaron Mystery, Castle Thade Revisited, Kentilla, Seabase Delta £1.30 each. Double Agent, Never Ending Story £2.50 each. WILL SWAP OR SELL. Phone 0592-757788.

MIKE BRAILSFORD, 19 Napier Place, South Parks, Glenrothes, Fyfe, KY6 1DX.

\*\*\*

The Pawn, Jewels of Darkness £6 each. Emerald Isle £2.50. Lords of Time, The Colour of Magic, Rebel Planet, Red Moon, Mordon's Quest, The Worm in Paradise at £2 each. The Knight's Quest, Play it again Sam at £1.50 each. Warlord, Kentilla, Davy Jones Locker (etc), Invincible Island, The Golden Apple at £1 each. Fantasia Diamond at 50p (no cassette inlay). GAC (utility) £5. Exploring Adventures on the ZX Spectrum 48K (book) £2.

NEIL TALBOT, 31 Chadcoote Way, Catshill, Bromsgrove, Worcs, B61 0JU.

STOP PRESS! Make sure you telephone Neil on 0527-71612 for availability BEFORE writing as the above are selling fast and may not be available.

\*\*\*

Adventures: The Sundered Sword (Excellent adventure with role playing overtone. Includes novella and map) £5. H.R.H £2. Siaine (Very Wierd), Dracula (no inlay or instructions) £3 each. Play it again Sam, Serf's Tale and Supercom (Hacking simulation) all £1. Spectrum Adventurer's tape magazine (issues 18 and 21) 50p each. P.A.W. (utility) £10. Arcade: Indiana Jones, Rampage, Academy (Tau Ceti II) and 720 - all

E2. Grand Prix Simulator, Joe Blade, BMX Kidz, 3D Starfighter, Vector Ball and Tank Busters all at 60p each

ROBIN ALWAY, Church Cottage, Abson, Wick, Nr Bristol, BS15 5TT.  
=====

#### SPECTRUM SOFTWARE WANTED

Bards Tale 1, Knight Orc, Karyssia, Devil's Hand, Temple of Terror, Federation and Lancelot (Spectrum 48K)

Swap any of the above for two from below (bar Devil's Hand which is a budget game)

The Jade Stone, Kayleth, Sherlock, Crystal of Chantie, Wizards Orb, Damned Forest, One Dark Night, Killed Until Dead, The Runestone of Zaobab, Quest for the Golden Eggcup, Book of the Dead. (all Spectrum)

ERIC STEWART, 18 Vatisker, Back, Isle Of Lewis, PA86 0JS  
=====

#### WANTED URGENTLY

Spectrum 128/+2/+3 and Multiface 128.

Vectrex games console and cartridges (!)

The following ST software: Farenheit 451, Infocom's of all descriptions and decent PD discs to swap.

ROBIN ALWAY, Church Cottage, Abson, Wick, Nr Bristol, BS15 5TT.  
=====

Has anyone got a LITTLE COMPUTER PERSON lurking about inside their Atari ST that they would like to sell? I'm told that they have their friends in for a party on the Atari ST and this I just have to see for myself!

Please contact Mandy with price please. And details of other ST Software you would like to sell.  
=====

#### INFOCOM ADVENTURERS

Are you playing Infocom Adventures on either an Amstrad PCW or Amstrad 6128? Would you be interested in forming a United Kingdom swapping network for these, now fast becoming, increasing rare adventures?

If so would you please send a list of ORIGINAL ONLY adventures which you would like to swap to the address below. It could be to everyone's advantage, and allow you to play adventures which you may not be able to buy in UK soon if Infocom/Activision get their way. Please give a telephone number where you can be contacted, which can be printed in Probe, together with details of the adventures you wish to swap (or would like to acquire from others).

I regret that initially, at least, this offer applies to UK only due to postal expenses. The idea is that the scheme would operate on an original for original swap basis, with each paying their own postage. People interested in selling could be put in touch with prospective buyers if they enclose a SAE. If you are interested in this idea my address is:

NIC RUMSEY, 167 Eastbourne Rd, Lower Willingdon, E.Sussex, BN20 9NB.  
=====

## DOCTOR GAC



This is Doctor GAC here, to help you with any problems you might be suffering from in trying to write an adventure game with GAC. My surgery is always open so don't let those annoying problems get you down, let me know all about them and I'll (hopefully) find a cure!

Let's see now. My first patient is a Mr Eric Stewart, who tells me he's suffering from a lack of progress in his latest game. Eric wants to know a way for the player of a GAC adventure to input any number which will then be stored in memory, for Eric to make use of. Hmm. I'll just consult my library of books... ah, yes. The bad news is that it seems to me to be impossible to store any inputted number within a GAC game, but (as usual) I've found a way round this! GAC stores a number into one of its counters by the command X CSET Y, where X is the number and Y is the counter. So let's say we want to store the number 20 in counter 10. So we get 20 CSET 10, or "put a value of 20 in counter no. 10". This is fine if we KNOW the number to be stored, in this case 20. But how can we get the number from a players input?

I'm assuming that your game, Eric, will ask the player a question first, such as "What number am I thinking of?". The answer might then be used later on in the game. Since we don't know the reply the player will type in, what can we do? This is tricky because I'm unaware of the range of numbers Eric needs. Any number from 0 to 255? Or from 1 to 10? Well the sad news is that only a small range of numbers is really possible. Let's assume the range goes from 1 to 10 then. The trick is to enter each number in the range as a VERB. Also make sure the verb number matches the number, so you would start by defining VERB 1 to be "1" and so on up to VERB 10. As you can see, a range of 0 to 255 would use up all the possible verbs and we'd have none left for the game. Next, enter the following line into the LOW PRIORITIES TABLE at any line

```
IF ( ( VBNO > 0 ) AND ( VBNO < 11 ) ) VBNO CSET 10
```

It is imperative to enter ALL the brackets shown! They will disappear when you next look at the line, but the code might not work if you miss out the brackets! This is due to the awkward "AND" command, and applies for all lines that use "AND". Remember that. Now, what does the above line actually do? The code checks firstly that the inputted VERB has a number between 1 and 10, i.e. in our required range. If the player types in "11", the number won't be used. Then the number of the VERB entered ("VBNO") is stored in counter 10. From there you can do what you like with the number, looking at the counter again at any stage to see what number is stored there.

Okay Eric? I hope so. Note that it's the VERB number that's stored NOT the actual number. If you define VERB 1, say, as 200, then counter 10 will read 1 not 200! However, this is one way of inputting a number greater than 255 (the limit of the counter.) You could just as easily have a range from 600 to 610 if you defined VERB 1 as 600 and so on up to VERB 10 = 610. BUT counter 10 would still give a range 1 to 10. Need the player know this? If they had to enter the number 605 to solve a puzzle then write your code to check if counter 10 equals 5, if so, success for the player.

Finally this month, someone has told me of a RAMSAVE and RAMLOAD facility that they have written for GAC. BUT IT DOESN'T WORK! Nor will it ever until they think a bit harder about why. I checked my library of magazines and books here and came across an article in "Adventure Probe's" sister magazine "Adventure Contact" (that died a death of Bad

Editoritis it seems). Anyway, the article was in issue 10 of "Contact" and asks if a RAMSAVE/LOAD is possible with GAC. To do a RAMSAVE, you've got to somehow store the player's current status into memory. But what exactly must be stored? If you type RAMSAVE in the first room of the game, then move onto the second room, you'd expect RAMLOAD to return you to the first room. So we must store the location number. Easy, but our friend is suffering from the delusion that this is ALL that needs to be done to set up a RAMSAVE. What if you see some rope in the first room and type RAMSAVE? Go to the second room and drop the rope. From there a RAMLOAD that simply restores the location number is hopeless! You'll go back to room 1 but the rope won't be there - it's been dropped in room 2! So that's a second thing we need to store, the position of the objects. It turns out that there are FOUR things a RAMSAVE has to store, in order to work fully. These are:

- The number of the current LOCATION
- The positions of all the OBJECTS used in the game;
- The values of all the MARKERS used in the game;
- The values of all the COUNTERS used in the game;

You might begin to see that a RAMSAVE is nigh on impossible. Or is it? To store all the numbers in a RAMSAVE you can only use the counters. There are only 255 counters which you'll need to store all the above four things! The location number is easy enough - that's one counter. But the objects? If you don't store the object positions, then the rope dropped in room 2 will remain there after a RAMLOAD, despite the fact it should return to room 1! (When you typed RAMLOAD, that's where the rope was then). It is clear that you are going to have to write a game that uses few objects, say about 50. That should be enough for a game. 50 should be enough to fit into the counters when we type in RAMSAVE. The markers are a bit of a waste as they can only be a value of 0 or 1 yet we are storing them in a counter that can contain a value between 0 and 255. In fact, you could fit three markers into a counter but it is tricky. Let's assume that we just waste the counters and store a marker in a counter. Again your game is going to have to limit the number of markers used to fit into the counters. Finally we must store the counters themselves used in the game as well, as these can alter, and a RAMLOAD must restore them. But we're already using the counters to store everything! Obviously you'll have to use less than half the counters for your game. And even less than that, as objects, location and markers also need the counters. You will end up with a pretty slim adventure. But with careful planning you should be able to take all the values needed and store them in a safe area of the counters - say the last half, from counter 128 to counter 255. Make sure that area is never used in your game. That way, all values there can be called back by a RAMLOAD.

Would it work though? Well it will be a lot better than the idea of just storing the location! You'll have to write the code like this:

```
If (player types in "RAMSAVE") then store OBJECTS 0 to 50 into
counters 128 to 178 (safe area) then store the LOCATION NO. in counter
179 (next safe counter) then store MARKERS 0 to 40 into counters 180
to 220 and lastly store the first 35 COUNTERS into the safe ones at
220 to 255.
```

Voila! You'll have performed a RAMSAVE - for a RAMLOAD you just do the above backwards, fetching the stored values from the safe counters (128 to 255) and putting the values back where they belong. This way the player will be back where they were when they originally typed RAMSAVE - no matter what they have done since!

Let me say that I've not actually attempted the above ideas, but I can't see why they won't work. It is up to you to experiment and see. But is a RAMSAVE really worth it? GAC can sometimes be quite slow, and you may be best using tape or disk for a normal SAVE in the end as it might be just as quick. Also your game will be a lot healthier with ALL objects, counters and markers available for use. Let's face it, GAC isn't meant to do a RAMSAVE or they would have included the facility in the program in the first place. However it is surprising just what can be achieved with GAC that isn't meant to be possible!

Well that wraps it up nicely for this month. Don't forget to write if you have any GAC problems! And one last thing - take this prescription. One copy of Adventure Probe to be taken each month. It'll make you feel great!

=====

### PROGRAMMING PROBLEMS WITH UTILITIES?

Probe now has quite a large team of helpers ready, willing and able to put their expertise at your disposal to help with any problems or questions with programming GAC, The QUILL and PAW (someone to offer help with STAC still to be found! Hint!). Please feel free to write in to Probe with your questions as help will be forthcoming and the answer could well help other readers also.

\*\*\*\*\*

### \*\*\* DEFINITION OF LIGHT SOURCES IN ADVENTURES \*\*\*

By PAUL CARDIN



- 1) Reliable pocket-torches with batteries that never run out!
- 2) Stubborn bundles of twigs that won't burn to cinders!
- 3) Exceptionally oily rags which, when kindled, burn indefinitely!
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\*\*\*\*\*

SPECTRUM ADVENTURES 48/128.

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Canterbury Kent CT3 3AL.

WHEN ALL ELSE FAILS - READ THE INSTRUCTIONS!



We've all been guilty of it, haven't we? You know what I mean.....open the box and LOAD in the adventure, ignoring anything anywhere which remotely looks like instructions. (How many of the more mature SPECTRUM adventurers can remember typing in LOAD "", only to find, after SEVERAL abortive attempts, that the instructions stated "Type LOAD ""CODE and press ENTER then start tape", and if my memory is not failing we were also told how to find the KEY WORD "CODE"! Ah, happy days.

The inspiration for the above introductory paragraph came from my initial, feeble attempts to explore THE BLACK KNIGHT ADVENTURE from Atlas Adventure Software (also known as MANDY the PROBER!). I was getting absolutely nowhere until, in a moment of sanity, I decided to read the leaflet which I had disdainfully tossed aside on opening the package. There, I discovered that I should have been typing inputs such as LOOK UNDER object, LOOK BEHIND object or LOOK ON object rather than EXAMINE object! Oh boy, the riches that this brought forth.....nearly enough for me to finish the adventure at the next sitting, and you, that is no great feat as my sittings can sometimes last until 3 in the morning.....every true adventurer knows all about such sessions!

All of the above led me to consider the personality of those who aspire to actually write adventures.....I have a cousin who could, I am sure, produce hit after hit, if only I could persuade him to put his mind to it! It takes a certain type of mentality and logic (is THAT the right word? ) to produce the atmosphere and problems of an adventure, so let me digress for a moment to outline one of my cousin's off-the-cuff remarks which I wish I could somehow incorporate into TARTAN's next release.....

START LOCATION: Montrose xxxxxxxx Golf Club, outside the Clubhouse.

Time : 12.30 p.m.

Golfers and their paraphernalia are being loaded into a coach for the short journey to Zzzzzz Golf Club, where the first inter-club golf match for many years is to take place that afternoon. My cousin, the CLUB CAPTAIN, ensures that all things and people are loaded (TOTALLY unrelated to LOADED!) into the coach, then instructs the driver to head for Zzzzzz.

Perhaps it should be explained here, for the uninitiated, that such matches between Golf Clubs were quite commonplace some 20 years ago, and this was an attempt by my cousin and the Captain of Zzzzzz Golf Club to revive the camaraderie that such an event could produce. So, both were intent on making sure that the day was a great success.....my cousin by ensuring that we all arrived on time, and the opposing Captain by providing some pre-match liquid refreshment. I was to partner my cousin in the first match against the opposing Captain and his partner at 2 o'clock.....

The journey from Montrose to Zzzzzz took only 15 minutes, so the visitors (my cousin in particular!) had ample time to partake of the FREE liquid refreshment provide by the host Club. At the allotted time, we assembled on the first tee, and as was normal custom, the visitors were awarded the "honour" of playing first. Without any apparent difficulty, my cousin managed to "tee-up" his ball and prepared to strike it! He missed it completely! Without so much as a blush or a comment he swung at it again and missed again! The silence around the first tee was deafening. He swung again, only to miss yet again and then to

utter the comment to the opposing Captain . . . . .  
"BLOODY HARD COURSE YOU HAVE HERE!" Such a mind, even in a drink-befuddled state would surely have produced a true adventure MASTERPIECE. (Or NOT?)

On reflection, I would perhaps question the suitability of his lively mind for application to adventures as he was quite easily offended, and the sight of only one bad review would have been enough to send him into the depths of despair and away from adventures for good.

Reviews, now they ARE something else! I suppose here at TARTAN we have no real reason to complain BUT as with most things in life it is the memory of the not-so-nice ones that stick. With the title of this little piece in mind I can recall a review (thankfully, in a small-circulation publication which was not particularly adventure-orientated) where the extent of the vocabulary of one of TARTAN's adventures was questioned AND IT WAS ONE OF MINE! Other reviews for this particular adventure had not been published yet, so as I was quite anxious to discover how the vocabulary might be improved, I made immediate contact with the reviewer and asked for some examples of the vocabulary deficiency (or even deficiency if you like!). One was enough! At one point in the adventure it was necessary to "get into a locked safe". Not surprisingly it was required for the KEY to be in the adventurer's INVENTORY before typing UNLOCK SAFE, for the contents of the SAFE to be revealed. In my "wisdom", I had also included the condition that an input of OPEN SAFE would also UNLOCK the SAFE, provided it was still locked and the KEY was in the INVENTORY. OK? I had also mentioned in the Introduction that the parser recognised the FIRST FIVE LETTERS of any word longer than four letters! So, UNLO SAFE would not work but OPEN SAFE did, hence the vocabulary was inadequate as it appeared to not recognise UNLOCK (when entered in the shorthand version of UNLO!!!). A diplomatic nudge in the direction of "WHEN ALL ELSE FAILS-READ THE INSTRUCTIONS" was required to convince THAT particular reviewer of even the playability of the adventure, as in other places there was no four (or less) letter equivalent to the required four-plus lettered verbs.

In conclusion, I must confess that I had thought most adventurers were of an inquisitive nature but I have been proved wrong! On some TARTAN tapes (not many I should add!) I have included a short program, after the adventure, which if LOADED would inform the player that if that tape was returned to TARTAN then it would be replaced, together with a free copy of the latest TARTAN release! To date no return has been received! Lately, I have been including a PUZZLE PACK in place of the RETURN program, but I have yet to hear of anyone finding even that!

PS: I should perhaps emphasise that the above remarks concerning READ THE INSTRUCTIONS apply to adventure games and inlays and most decidedly NOT to those self-assembly wardrobe, desk, chest of drawers etc type contraptions with the instructions in Japanese and "English" ..... THEY are only suitable for KRYPTON FACTOR contestants!

TOM FROST, TARTAN SOFTWARE

61 Baillie Norrie Crescent, Montrose, Angus  
Scotland, DD10 9DT.

DOUBLE AGENT ... COMPETITION WINNER

TARTAN SOFTWARE is pleased to announce that the competition to find the shortest solution to the adventure has been won and the winner is:

MRS LORNA PATERSON, 17 Ochil Street, Tillicoultry, Clacks, FK13 6EJ

The original closing date for the competition was 30th June but as no-one was remotely near to the correct solution the closing date was extended to 30th November and the winning entry was received on 29th November. Many entrants sent in several entries and in fact the winning entry was Lorna's second. The first one contained 140 moves but the second was trimmed by 2 to reach the winning number of 138 moves.

Lorna received the prize of £50 and we offer her our heartiest congratulations.

TOM FROST,

TARTAN SOFTWARE, 61 Ballie Norrie Crescent, Montrose, Angus, DD10 9DT

THE SOLUTION TO DOUBLE AGENT

N, W, E, S, FEEL AROUND, PULL CORD, YES, W, W, N, W, W, S, UNLOCK SAFE, YES, E, S, E, W, SEARCH RUBBLE, YES, W, EXAMINE BENCH, OPEN DRAWER, YES, E, N, S, PRESS BUTTON, INSERT CARD, GIVE DEVICE, TAKE CARD, INSERT CARD, PRESS BUTTON, N, S, N, S, E, E, SMASH CUPBOARD, YES, W, PULL CORD, W, S, GET CORD, N, W, E, OPEN BOOK, TURN PAGES, PRESS SWITCH, ENTER (name), E, E, S, MOVE TRUNK, OPEN TRAPDOOR, D, S, GET BOTTLE, U, DIAL (yellow code), W, U, W, W, GET LEVER, E, N, GET HAMMER, DIAL (yellow code), N, TAKE CORD, GIVE HAMMER, TAKE BOTTLE, GIVE LEVER, PULL ROPE, WAIT, E, HIT BOULDER, MOVE BOULDER, 2, PULL ROPE, WAIT, W, PULL ROPE, WAIT, E, E, GET BUCKET, TIE CORD, TO BUCKET, REMOVE CORK, GET CORK, FILL BUCKET, FILL BUCKET, REPLACE CORK, W, GET ROCK, 1, PULL ROPE, 2, W, DIAL (yellow code), DIAL (yellow code), THROW LEVER, HOLD LADDER, 2, U, GET BUCKET, W, GET LEVER, N, CATCH CRYSTAL, WAIT, CLIMB SHELVES, GET CUTTER, S, DIAL (blue code), CUT HOLE, MOVE CARPET, LEVER HATCH, KICK CRYSTAL, 1, FILL BUCKET, E, DIAL (blue code), HOLD LADDER, 2, D, GET BUCKET, GET ROCK, GET BOTTLE, DIAL (red code), DIAL (red code), BEAM UP.....END (138 moves)

This is the correct winning solution. The solution published in Your Sinclair is not the correct one. Tom Frost has asked that I make it clear that the error was his and not the fault of Your Sinclair.

Sincere congratulations to Lorna, I cannot begin to tell you how pleased and proud I am that this was won by a Probe reader. Congratulations also to Tom Frost of TARTAN SOFTWARE for not only writing and producing such a great adventure but also in devising such a unique and interesting competition as an added incentive!



## BUGS AND AMUSING RESPONSES

### SUSPECT TRIVIA by THE GRUE!



Detective type games are often the best for unusual responses, mainly because of the amount of characters you can talk to. Suspect is a good example having thirteen characters.

Professional play testers are relentless, once they find out you can talk to a corpse, you can expect a list of all other things that will listen to them: cars, tables, chairs etc. The play testers at Infocom had a great time, the input "Dance with Alicia" at first gave the response "Which Alicia do you mean, Alicia or the Raincoat". This simple bug was soon put right but others soon appeared before its actual release...

#### \* THROW CORPSE IN FIREPLACE

Veronica's body is now in the fireplace

#### \* ATTACK CORPSE WITH CROWBAR

Veronica's body jumps out of the way

#### \* SHOW CORPSE TO MICHAEL

Michael doesn't appear interested

The last input might not seem all that unusual, except that Michael is Veronica's husband!!!

All these bugs were fixed but other strange responses can still be found if you look, for instance if you can manage to enter the office before a certain time the game will describe the room and its contents, then if you type LOOK the game will then redescribe the room and its contents with one addition...a corpse!

This of course must mean either you did kill Veronica or you were a witness to the murder so you know "who done it" and can solve the game in less than 10 moves?

Contradictions abound if you care to look for them...

#### \* DETECTIVE, LOOK AT THE LARIAT

Would you mind bringing it over

#### \* GET LARIAT

The detective stops you, the Lariat's evidence, don't take it

One play tester carried the body into the ballroom and no-one noticed, even Sgt Duffy walked right by while he was carrying the body, which all goes to show nobody is perfect (no pun intended).

### THE PAWN By TRACY TATTUM

I found this amusing bug whilst playing The Pawn : In the forest clearing, riding the horse, I dropped the armour from the adventurer. I typed in WEAR ARMOUR although it was still on the ground and I was still on the horse.

The response was: "You can't wear the armour, the forest clearing is wearing the armour" (!!!)

# *Hints and Tips*

SKELVULLYN TWINE (PART 3) by JOAN WILLIAMS played on Spectrum.

Inflate pfrump and tie with vine.  
Tin dish will help you out of the dungeon but a bit of lifting is required first.

Drop a jar in the right place!  
Search vegetation for a musical sound!

SHIPWRECK by ALF BALDWIN played on Spectrum.

In the sea, swim to the small boat, board it, and search it.  
Search the beach on the unknown island to find something useful!

Leave the idol alone!  
To make friends with the Chief, give him the tie.  
Move the slab with the pole to find something.  
Repair the basket with the reed mat.  
Break the bottle for a magnifying glass.  
Cut a creeper to use as a rope.

INGRID'S BACK (PART ONE) by TRACY TATTUM played on Atari ST.

To get into Dunrollin lighthouse, find the rook, get onto him, order him to fly to the lighthouse and you will land on the red landing pad. To get Uncle Dusty to sign the petition, get the groceries from Mrs Farthings shop, go to the windmill (making sure you send Flopsy to clear the way first), drop the groceries, ring bell, jump into bush. When Uncle Dusty comes to get his groceries, get out then give petition to Dusty.

EXCALIBUR, SWORD OF KINGS by MIKE BRAILSFORD

Light the lamp to blind the Rockworm.  
Oil the winch to help with the portcullis.  
Throw salt at the creature.

BLACK KNIGHT by MAURICE EDWARDS played on Commodore.

Pick the daisies on the village green to tame the timid cow.  
Behind the cask in the Tavern is a secret room where you will find a coin to bribe the dwarf.  
To combat the Evil Force at the cave wave the bible, light the incense, read the prayer scroll, wave the bible and ring the bell.  
Rake the rushes to find a trapdoor.

## CONTRIBUTIONS

Contributions are needed for this section. Also for Precision Corner, Bugs & Amusing Responses, Getting You Started and Golden Oldies please.

# GETTING YOU STARTED

## THE DEVIL'S HAND

By MARGO PORTEOUS played on Spectrum

You start by a sea wall. Ignore the FLASK meantime and go SOUTH, (a troll runs down the slope and charges towards you) FIGHT TROLL, (the troll throws you over his head and you land on top of a hill. A trapdoor opens before you). DOWN, CLOSE DOOR (to stop troll following), EAST (to large chamber where there is an unconscious dwarf and a lump of gold), GET GOLD, EXAM DWARF, WAKE DWARF (he tells you his name is Gruff), DWARF FOLLOW ME, WEST, OPEN DOOR, UP, NORTHWEST, NORTH, GET FLASK, EXAM FLASK (can only hold spring water), CLIMB WALL, (The dwarf now gives you a knife). DOWN, GET ROPE, SWIM (to the island where you see an evil black circle of trees to the east), EAST (a large orc leaps from a tree), PUSH ORC, DOWN, GET SWORD, EXAM CRACK...

## BERMUDA PROJECT

By JOHN TAYLOR played on Atari ST

Concentrate on putting the fire out first, before doing ANYTHING ELSE! NE (follow footprints direction) to jeep, GET JEEP (i.e. get into jeep), GET BUCKET, DROP JEEP (i.e. get out of jeep), SW (back to plane crash), S, USE BUCKET ON SEA, N, USE BUCKET ON FLAMES.....

You have still got to find a way into the plane's HATCH but without the above you never will!



## KINGS AND QUEENS OF THE CASTLE



When writing to one of our Kings or Queens for help please make sure that you enclose a SAE for the reply.

MIKE BRAILSFORD, 19 Napier Place, South Parks, Glenrothes, Fife, KY6 1DX...

Bulbo and the Lizard King, Castle Thade Revisited, Enchanted Cottage, Escape, Excalibur, Gnome Ranger, Golden Apple, Green Door, Hammer of Grimmold, Intro Adventure (6 in 1), Jack and the Beanstalk, Jack the Ripper, Mafia Contract I & II, Open Door, Prospector, Red Door, Rigel's Revenge, Shipwreck, White Door, The Zacaron Mystery.

VAL JESSON, 1 Addison Road, Firth Park, Sheffield, S5 6WE.....

Forestland, Golden Baton, Twin Kingdom Valley, Lords of Time, Heroes of Karn, Empire of Karn, Hobbit, Boggit, Lord of the Rings, Mordon's Quest, Winter Wonderland, Temple of Terror, Snow Queen, Price of Magik, Mindshadow, Gremlins, Souls of Darkon, Seabase Delta, Imagination, Mixed Up Shymer, Black Knight, The Helm, Neverending Story, Kentilla, Quest of Merravid, Apache Gold, Quest for the Holy Grail

## Serialised Solutions

### THE SNOWQUEEN - PART 2

(St. Bride's/Mosaic Publishing)

John R. Barnsley - Commodore C64

(Enter the password: PRIMULA)

REDESCRIBE.

(You start Part 2 in the Dirty Hall of the Robbers).

TALK TO PIGEONS - LOOK ANKLE - LOOK BED - TAKE KNIFE - LOOK LATHS - CUT ROPE - LOOK PERCHES - CUT STRINGS - (the pigeons drop you a file from the bench) - TAKE FILE - FILE CHAIN - DROP FILE - S - OPEN CURTAIN - (you find your new clothes) - TAKE DRESS - WEAR DRESS - TAKE BOOTS - WEAR BOOTS - TAKE MUFF - WEAR MUFF - N - N - LOOK FIRE - N - (you can hear the Robbers beyond the door!) - E - CUT ROPES - (the Robbers chase after the horses that you have just released!) - W - S - S - W - LOOK REINDEER - CUT THONG - RIDE REINDEER - E - N - N - N - LOOK POT - EAT STEW - N - (you fly North, on the reindeer, to Lapland) - CRAWL NORTH - (you arrive at the cottage and sleep for the night. When you eventually awake you are given a basket of food and a letter written on a fish. You then fly on the reindeer to Finland) - KNOCK ON CHIMNEY - (an opening to the North appears) - N - GIVE FISH - (the Old Lady reads the letter and says "In the Halls of the Cold One it is lawful to take all things you have need of....yet before all, you have need of the Unending Word" - you are now taken to a Great Black Bush).

#### NOTE

The 'Unending Word' will be found by collecting a total of Eight letters scattered throughout Part 2. Together the letters will spell 'E-T-E-R-N-I-T-Y' and are dropped automatically at the very end of the adventure! Be very thorough though, as these 'letters' are not always immediately obvious!!

N - N - N - (as you try to go North, the Demons will stop you) - PRAY - (Gerda's breath turns to ice crystals, forming Angels, that chase off the Demons!) - N - W - TALK TO ICE FLOWERS - (they say:

"She is stony and pale,  
and she rules with no King,  
there's a TWIST to her tail,  
or a TURN to her sting!")

E - E - E - LOOK GLASS - N - (there is a sleeping Goblin here - don't wake him!) - TAKE GLOVES - S - S - LOOK TABLE - (you see some MUDDY boots) - N - UP - LOOK BED - TAKE BOX - DOWN - S - CLEAN BOOTS - TAKE BOOTS - N - W - W - S - S - WEAR GLOVES - TAKE ICICLE - N - N - N - (you arrive at an Archway which is barred by iron gates, they are tied together with rope) - CUT ROPE - (with the icicle) - N - DROP ICICLE - WEAR BOOTS - N - N - CLIMB BUTTRESS - (you can now see the letter 'E') - TAKE E - LOOK WINDOW - (you see Kay sitting at the foot of the Throne) - DOWN - LOOK BARREL - PUSH BARREL OVER - (while wearing the boots!) - ROLL BARREL - S - W - W - W - LOOK HIVE - ENTER BARREL - (the barrel rolls into a panelled Chamber).

LOOK STATUE - (it is a statue of the Queen Bee.....remember what the Ice Flowers told you!!) - TWIST TAIL - (there is a rumbling and the bees now cover the giant honeycomb!) - E - STOP ROLLING BARREL - LOOK HIVE - ENTER HIVE - LOOK PILLAR - (it forms the letter 'T') - TAKE T - S - ENTER BARREL - W - W - W - LOOK TREE - LOOK GROUND - (the two presents are a Slide Rule and a Book) - OPEN FAT OBLONG PRESENT - TAKE BOOK - LOOK BOOK - (it is a very 'DRY' book) - READ BOOK - (see?!) - W - W - LOOK PIT - DOWN - TAKE TINDERBOX - TAKE FILE - FILE LADDER - DROP

FILE - TAKE LADDER - UP - E - E - OPEN LONG THIN PRESENT - (it is the Slide Rule and you need this to find some 'Square Roots'!) - TAKE SLIDE RULE - CLIMB TREE - DOWN - N - (this is one of FOUR almost IDENTICAL vaulted chambers!) - LOOK CRATES - TAKE CANDLE - S - E - E - E - E - E - E - E - DROP BOOK - (it dries up the flood!) - E - E - (you now meet Jack Frost, who will not let you past yet) - W - W - N - LIGHT CANDLE - (if it goes out - "LIGHT CANDLE" again!).

UP - UP - UP - UP - UP - CLIMB LADDER - W - LOOK BUNDLE - UNTIE STRING - REDESCRIBE - (it is a cascade of strange glowing hair!) - LOOK PICTURE - LOOK BEHIND PICTURE - (you see a hole in the wall with a hook) - TAKE CASCADE - SPIN CASCADE - (you spin some strong cord) - TAKE CUSHION - TAKE CORD - TIE CORD - TO HOOK - LOOK BEHIND PICTURE - LOOK CAVITY - TAKE BRASS KEY - W - DOWN - (you slide down the cord to a Snowy Rooftop) - ENTER SKYLIGHT - LOOK EMBROIDERY - (the words stitched upon it read:

*"Make your plan as best you can,  
aspire how high you will,  
whatever part you care to chart,  
my throne is higher still")*

TAKE THIMBLE - TAKE SCISSORS - UP - UP - E - TAKE CORD - S - DOWN - (sliding down the cord again, you are now before the Palace) - N - W - W - W - W - W - S - DOWN - UNLOCK DOOR - (using the brass key) - N - SWIM TO ISLAND - LOOK TREE - CLIMB TREE - N - (you are now in Santa's Workshop, and he asks you a question) - KAY - (he gives you a parcel and asks you again) - JACK FROST - (any others?) - NO - (he then tosses you up the chimney and you're back in the roots of the Christmas Tree!).

DOWN - W - W - W - DROP THIMBLE - (the wild winds are drawn into it!) - LOOK TOWER - (you can now see the letter 'T') - TAKE T - W - (lighting the candle is not enough in here.....you need something brighter!) - CUT CUSHION - (using the scissors, you now have some more bright hair!) - BLOW OUT CANDLE - (daylight returns and you see the letter 'R') - TAKE R - W - LOOK ROOTS - (you see a Roman number 1.....which is 'I'.....another letter for you!) - TAKE I - S - LOOK SLEIGH - ENTER SLEIGH - TAKE E - LEAVE SLEIGH - E - (you don't stay in the Stable for long!) - N - W - W - W - LOOK ICICLES - UNWRAP PARCEL - (the one Santa gave you for Kay) - TAKE SKATES - WEAR SKATES - (you now change your boots for skates and can safely stand on the ice....the 'forked' icicle is in the shape of the letter 'Y') - TAKE FORKED ICICLE - INVENTORY - (you now have the 'Y') - W - REMOVE SKATES - W - W - LOOK FOUNTAIN - DROP BRASS KEY - DROP SCISSORS - DROP SKATES - TAKE N - W - W - W - (you now meet Jack Frost again, who is so pleased with the present of a brush that he received from Santa, that he gives you something) - INVENTORY - (it is a Silver Filigree Key).

E - E - E - S - UP - LOOK GATE - UNLOCK GATE - N - E - (the Cat asks you "Where is the throne?".....remember the words on the embroidery, and the only part of the World where you can go no higher is on the Northernmost pole of the Earth!) - NORTH POLE - ("Clever!", says the Cat) - REDESCRIBE - TAKE KEYS - W - UP - UNLOCK DOOR - S - (and you've returned to the Attic Tower) - DROP FILIGREE KEY - TAKE CORD - E - DOWN - (you slide down the cord to the Tiny Landing) - DOWN - S - W - N - UNLOCK DOOR - N.

THE END

\*\*\*\*\*

\*\*\* SERIALISED SOLUTIONS \*\*\*

GNOME RANGER - LEVEL 9

PART TWO

Game two begins when you meet the old alchemist who takes you into his garden. TAKE THISTLE FLOWER. TAKE ELDER BERRY. TAKE ROWAN BERRY. TAKE MINT LEAF. TAKE COMPOST. TAKE TEA LEAF The tea leaf withers and dies and the old alchemist runs off sobbing. GO TO KITCHEN. TAKE BULB. TAKE SEED. GO WEST. READ BOOK keep repeating this until you have collected all the hints and tips from the many books on the making of potions. EAST. PUT ELDER BERRY IN IRON POT. PUT THISTLE FLOWER IN IRON POT. PUT ROWAN BERRY IN IRON POT. PUT MINT LEAF IN IRON POT you have now made the animate potion and taken it. GO TO GARDEN. PLANT SEED. PLANT BULB. TAKE ALL. PUT ANIMATE POTION ON GREENSLAVE. EAST. DROP COMPOST. WEST. GREENSLAVE, FOLLOW ME. TREEHOUSE, FOLLOW ME. TAKE THISTLE FLOWER. TAKE ELDER BERRY. TAKE ROWAN BERRY. TAKE MINT LEAF. GO TO KITCHEN. PUT THISTLE FLOWER IN IRON POT. PUT ELDER BERRY IN IRON POT. PUT MINT LEAF IN IRON POT. PUT ROWAN BERRY IN IRON POT. You have now made a weedkiller potion and taken it. PUT WEEDKILLER POTION ON ME. EAST. NORTH. EAST. EAST. PUT WHITE TELELILY ON BEANSTALK. EAST. PUT BLUE TELELILY IN POND. WEST. WAIT until beanstalk explodes and the wall is demolished. UP. TREEHOUSE, PUSH ROCK. GREENSLAVE, PUSH ROCK. PUSH ROCK. You may have to repeat these commands a number of times until the rock is pushed over. EXAMINE FERN. TAKE FERN SHOOT. GO TO GARDEN. TAKE THISTLE FLOWER. TAKE ROWAN BERRY. TAKE MINT LEAF. TAKE ELDER BERRY. GO TO KITCHEN. Make more weedkiller potion as previously. GO TO TREEHOUSE. TREEHOUSE, GO WEST. TAKE COMPOST. GO TO CAVE. DROP COMPOST. GO TO TREEHOUSE. TREEHOUSE, FOLLOW ME. Make your way to the cave without stepping on to the road until the last moment when the treehouse can safely stand on the compost. PUT WEEDKILLER POTION ON ME. TREEHOUSE, HOLD CAVE OPEN THEN HOLD CAVE OPEN. WEST. WEST. EXAMINE STINKWORT PLANT. TAKE STINKWORT SHOOT. At this point you get thrown out of the cave without the stinkwort shoot. TREEHOUSE, HOLD CAVE OPEN. GREENSLAVE, FIND STINKWORT SHOOT AND TAKE IT THEN FIND ME AND GIVE STINKWORT SHOOT TO ME. You may have to repeat the last two commands a few times until the Greenslave returns successfully with the stinkwort shoot. GO TO GARDEN. TAKE WHATEVER HERBS ARE THERE. GO TO KITCHEN. PUT FERN SHOOT INTO IRON POT. PUT MINT LEAF INTO IRON POT. PUT STINKWORT SHOOT INTO IRON POT. PUT ELDER BERRY INTO IRON POT. You have now made the antidote potion and taken it. GO TO CAVE. DRINK ANTIDOTE POTION. EAST. EAST. EAST. EXAMINE AIRPLANT. WEST. TREEHOUSE, GO EAST AND TAKE AIR FLOWER. WAIT. EAST. TREEHOUSE, GIVE AIR FLOWER TO ME. GO TO GARDEN. TAKE WHATEVER HERBS ARE THERE. GO TO KITCHEN. PUT MINT LEAF IN IRON POT. PUT ROWAN BERRY INTO IRON POT. PUT ELDER BERRY IN IRON POT. PUT AIR FLOWER INTO IRON POT. You should now have made the Fertilizer potion and taken it. GO TO GARDEN. PUT FERTILIZER POTION ON TEA BUSH. TAKE TEA LEAF. TAKE WHATEVER HERBS ARE THERE. GO TO KITCHEN. PUT TEA LEAF INTO IRON POT. PUT ROWAN BERRY INTO IRON POT. PUT MINT LEAF INTO IRON POT. PUT THISTLE FLOWER INTO IRON POT. You have now made the herb tea. The old alchemist returns just in time for a nice cuppa!

PART TWO COMPLETED!

To be continued .....

\*\*\* MANDY'S HOTLINE \*\*\*



If you have any queries about Probe, subscriptions or would just like to chat then give me a ring on 0492 77305. I will be available at all reasonable times but please try to telephone before 10pm.

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TELEPHONE HELPLINES

SPECTRUM

Alf Baldwin - Tel: 0452 500512 Mon to Sat 10am to 5pm  
Mike Wade - Tel: 0642 763793 Mon to Fri 6pm to 7pm  
Jack Higham - Tel: 0925 818631 Fri to Mon 7pm to 10pm  
Walter Pooley - Tel: 051 9331342 Any reasonable time  
Doreen Bardon - Tel: 065 382 509 Sun to Sat 3pm to 10pm  
Mike Brailsford - Tel: 0592 757788 Sun to Sat 10am to 10pm

ATARI ST

Merc - Tel: 0424 434214 Any reasonable time

AMIGA

Jason Deane - Tel: 0492 622750 Any reasonable time

AMSTRAD

Doug Young - Tel: 01 681 5068 Mon to Fri evenings  
Sat to Sun anytime  
Joan Pancott - Tel: 0305 784155 Sun to Sat Noon to 10pm  
Isia Donaldson - Tel: 041 9540602 Sun to Sat Noon to 12pm

AMSTRAD & COMMODORE

Nic Rumsey - Tel: 03212 2737 Sun to Sat 6pm to 9pm

BBC

Barbara Bassingthwaight - Tel: 0935 26174 Sun to Sat 10am to 10pm  
Barbara Gibb - Tel: 051 7226731 Any evening from 7pm

THE INNKEEPERS HELPLINE

The Innkeeper together with his slave Allan will help struggling adventurers on a rota basis. Telephone 01 482 6208 times as follows:

INNKEEPER	ALLAN
Mon 8:30pm to 10pm	Tue 8pm to 10pm
Wed 9pm to 10pm	Thu 8pm to 10pm
Sun 8:30pm to 10pm	Sat 4pm to 6pm & 8pm to 10pm

Please do not ask the Innkeeper or Allan for full solutions.

!!! THE ULTIMATE INFOCOM HELPLINE !!!

If you need help with an Infocom adventure then who better to help you than a GRUE! Ring the GRUE on 0695 73141 between 7:30pm to 9pm Mon to Fri. Or write to 64 County Road, Ormskirk, West Lancs, L39 1QH.

Please remember that the GRUE will give help on INFOCOM ONLY!

PLEASE MAKE SURE THAT YOU ONLY RING AT THE TIMES SHOWN